

SEGA JULY 1995
BRITAIN'S ONLY OFFICIAL SEGA MAGAZINE



SEGA

#19
JULY '95
£2.45

M A G A Z I N E

BRITAIN'S ONLY OFFICIAL SEGA MAGAZINE

OVER 50 SCREENSHOTS!



MEGA DRIVE 32X

VIRTUA FIGHTER

WE'VE PLAYED IT!



SEGA SATURN

VIRTUA COP

AND IT'S ARCADE PERFECT!



PLUS...

- SHINOBI X
- VIRTUA FIGHTER REMIX
- MYST MEGA-CD
- BUG

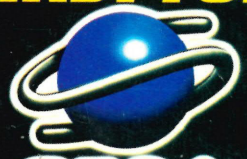
IT'S COMING!

MEGA DRIVE



FIRST PICS INSIDE

FIRST FOR



SEGA SATURN

20 PAGES OF NEWS AND
IN-DEPTH FEATURES



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07 >

BATMAN

SWOOPS IN FOR REVIEW

HOTTEST GAMES
FROM THE

USA E3

SHOW
MASSIVE REPORT INSIDE

OUT!



[NOW]

"Very playable and addictive - an ace conversion of a classic sport to the Megadrive." Mean Machines

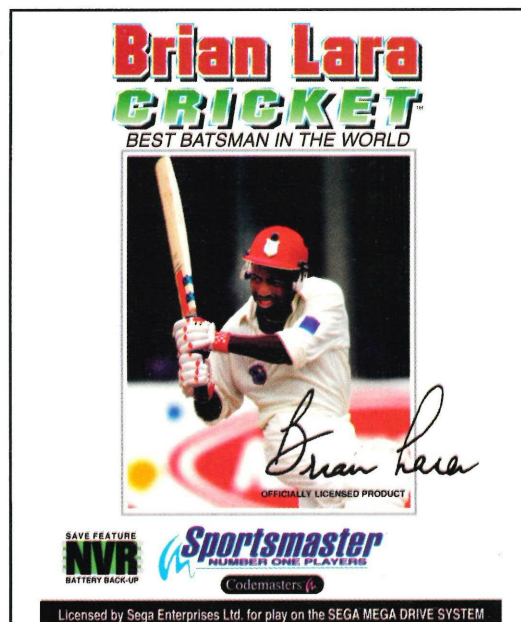
Brian Lara, the highest scoring batsman in Test history has joined the Sportsmaster team for this superb box-busting cricket simulation.

For the first time, square drives, on drives and cover drives are all on the Megadrive.

Up to 4 of you can play, selecting the team and adopting different tactics as well as having complete control of all your players



Sportsmaster
NUMBER ONE PLAYERS



on the field. You can even save the game using the battery back-up.

Bouncers, yorkers, googlies - everything except ball-tampering is right here, accurately reproduced in real-time 3D panoramic perspective!

You'll need judgement, cunning and fingers like lightning - are you up to the ultimate test?



Codemasters

Lower Farm House, Stoneythorpe, Southam, Warwickshire CV33 0DL. U.K. Tel: 01926 814 132 Fax: 01926 817 595

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STOP PRESS!

SATURN LAUNCHED IN THREE WEEKS!

DUE TO UNPRECEDENTED CONSUMER DEMAND AND FASTER THAN EXPECTED PAL CONVERSIONS, SEGA UK HAVE OFFICIALLY ANNOUNCED THAT THE SATURN WILL BE RELEASED ON JULY 8. VIRTUA FIGHTER AND DAYTONA USA WILL BE AVAILABLE AT LAUNCH ALONG WITH OTHER RELEASES YET TO BE CONFIRMED.

NO MACHINE/ SOFTWARE BUNDLE HAS BEEN ANNOUNCED, ALTHOUGH A PRICE POINT OF UNDER £400 HAS BEEN SET. THIS IS NOT A LIMITED RELEASE AND THE SATURN WILL BE SOLD IN ALL LARGE RETAILERS ON THE LAUNCH DAY.





CONTENTS

REVIEWS

MEGADRIVE

BATMAN 74
INDIANA JONES 76
JUDGE DREDD 78
ZERO THE KAMIKAZE SQUIRREL 90

32X

NBA JAM: TOURNAMENT EDITION: 88
MOTHERBASE 92

MEGA-CD

SYNDICATE 80
SAMURAI SHODOWN 82
FATAL FURY 84
THEME PARK 86
SMURFS 94
BLOODSHOT 96

PREVIEWS

SOULSTAR X 24
SPIROU 26
BRAINDEAD 13
28
MYST CD 30

REGULARS

EDITORIAL 06
NEWS 08
Q&A 32
LETTERS 34
TIPS 68
NEXT MONTH 98



SHOWCASES



BATMAN AND ROBIN 38

No you're not imagining it folks. We've finally got the game in after all these months. And to celebrate our capture of the Caped Crusader we've unmasked the game in a massive 7-page showcase. To the batpoles!



VIRTUA FIGHTER 32X 46

32X owners rejoice! The greatest fighter game ever is coming to your machine and by all accounts it looks ace. Other magazines may have printed blurry pictures of the game, but as usual we've managed to get a crystal clear look at it. And now, so can YOU.



VIRTUA FIGHTER REMIX 50

What's all this then? Some kind of mutant hybrid of the Virtua Fighter series or an updated version of the original game? Well, a bit of both as it turns out. And what's more, it's the first game to be released for the Titan system - the Saturn/ coin-op crossover hardware.



PARODIUS 52

Yeh, it's about time Konami released this awesome shoot 'em up on the Megadrive. Except they haven't. You see, this is the Saturn version. And moreover, it's pretty darned excellent.



SHINOBI X 54

The grandmaster of Sega platformers finally makes his debut on the Saturn, this time in glorious photo-realistic graphics. But can this traditional brand of 16-bit platform action prove as awesome as it did on the Megadrive? Hey, is this guy's name Joe?



SATURN SPORTS GAMES 56

Every machine - even the mighty Saturn - needs a range of good sports titles if it's to survive. We've had football and golf, now it's time for ice hockey and baseball. Here are the pages to show your dad if you want him to buy you a Saturn.



PRIMAL RAGE 62

Beat 'em ups, eh? Whatever can they do next? Well, how about sticking dinosaurs in them? Sounds pretty good to us, and what do you know, that's exactly the case here with Primal Rage. Join us as we take a look at the Saturn, Megadrive and Game Gear versions of this prehistoric fighting game.



E3

RED-HOT NEWS FROM THE E3 SHOW

Los Angeles last month was host to the greatest computer entertainment show to be seen in years. Naturally our android leader Richard Leadbetter was there for the whole event and you can read his report in our swollen news section starting on page 8. What's more, with the incredible revelation on our intro page, some of the news is that much more exciting. Who knows, you could be playing Virtua Cop in your home as soon as this Christmas.



UTS

SEGA
ENTERTAINMENT
MAGAZINE'S ONLY OFFICIAL SEGA MAGAZINE

ISSUE
19

CONTENTS



VIDEO CDS ON YOUR SATURN 66

I want a machine that plays music CDs, Video CDs and shows Photo CDs. That's three wishes in one, but it is possible with a Philips CDI. Oh, and I want a machine that plays games too. In that case, you'll want a Saturn. And yes it can play Video CDs now. Just take a look.



BUG 58

Let's be honest, the Saturn needs an excellent platformer game and, attractive as Clockwork Knight and Astal are, they just haven't got that winning playability. Well, Bug promises to deliver just that, together with the cornerstone of next generation gaming 3D. Shame it sounds like a stomach disorder, though.

SEGA

05

EDITOR



CREDITS

THE ANTICHRIST
RICHARD LEADBETTER
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TOM COX
LIKE, SUSSSED CHICKSTREL
SAM HICKMAN
LIKE, FEISTY GIRLSTREL
CLAIRE COULTHARD
TATTOOS
TOM GUISE

SOAP ON A ROPE
RAD AUTOMATIC (without the soap bit)
ED LOMAS

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SATURN STEALS THE SHOW



Sega's enormous stand at E3 took me back to the good old days when the CES show was actually quite interesting. Technical innovation was clearly the order of the day as Sega revealed some of the most impressive 32X and Saturn products to date - all of which you can read about during the course of this issue.

Of all the titles on display, AM2's still managed to impress me the most. The new, glitch-free Saturn Virtua Fighter is brilliant (and it's most likely going to be packaged with the official Saturn) and Virtua Fighter Remix looks ace. Best of all, though, is Virtua Cop - and you'll find the first pictures of the actual Saturn version in this issue of the mag.

What was also exciting was the news that AM2 are selling their expertise and code to other companies, meaning that the third parties now have the necessary tools to create the best 3D games for any home 32-bit system.

We're dedicated to bringing you the hot news first and, all going well, we should have a major announcement in our next issue. See you then.

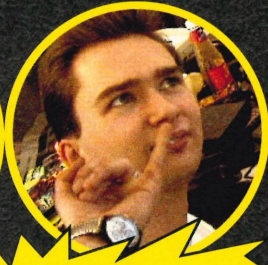
FAT KID GARRY'S WORLD OF GAMES

Top of the morning, fat fans! Fat Kid Garry here, live and direct, reporting from the kebab shop down the road, where I'm just about to order five large doners and chips. Working breakfasts, eh? This month I've been casting my bulging peepers at Sega's The Ooze. And once again my glands have been sent into a cellulite-enhancing frenzy by the waste of a potentially great licence. Why, they could have made it a Fat Kid Garry game, and had me searching around the house for the dial-a-pizza number. The energy bar could have been represented by rolls of flab hanging over my belt, with each hit slimming my mighty proportions, until I waste away to some kind of disgusting super-waif. And another thing, loads of sweets manufacturers used to sponsor games, like Penguin biccies and Chupa Chups lol-lies. I used to get tons of free samples. And now they say they can't afford it, and I've destroyed their European distribution supplies. I need a pie. Till next month, Obese is Best! Gar.

MAIL

Still another fun-packed day in the SEGA MAG offices

Hey Beavis, have you ever, like, played Daytona? Heh heh. Yeah. Heh heh. And you know you can play as, like, a kinda horse? Yeah. Yeah. I knew that. Heh heh. And have you seen how it gets all crushed and mangled when you get hit by some other car or something? Yeah. Heh heh [frantic with anticipation]. Yeah. That's cool. There's, like, horse guts all over. Yeah. Heh heh. Huh huh. That's you. Huh huh. It's your house. It's your mum. Huh huh. It's, like, your farts. Huh huh.



BEAVIS AND BETT-HEAD

Radion Automatic of Computer And Video Games

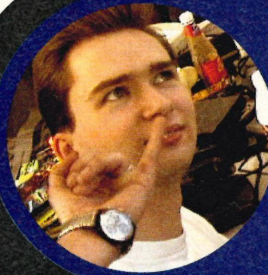
The readers of games titles are quick to spot anyone masquerading as an expert and Radion Automatic is a superstar amongst games writers, his playing expertise matched with a sharp, funny writing style. Young readers camp in reception at EMAP Images hoping to catch a glimpse of him and yes, that is his real name.

CAN YOU BELIEVE IT?

Yep, you read it correctly. That particular bit of text is none other than the speech read out by the rather pappy Chris Tarrant at the prestigious Emap Annual Awards ceremony, where the boy Automatic collected his prize for Specialist of the Year! Exactly what he's a specialist of is beyond us, although we must confess that he's a master at cultivating potatoes in his underwear. What's more, our very own Percy Thrower also managed to earn himself a commendation as Best Young Writer and a nomination for Writer of the Year. Still, it wasn't just Rad that earned some nominations.

Art-supremo Tommy 'Magick' Cox was nominated for Best Designer, Ricky-boy was up for Editor of the Year and Sega Magazine itself was nominated for Best Cover. Better still, Claire Coulthard actually earned herself a High Commendation for Best Young Designer. Which obviously proves any old tripe stood a chance. If this all sounds a tad bitter it's because it's written by me, Tom Guise, who was incidentally nominated for nothing. Perhaps, as one reader suggested, I should stick to what I'm best at.. cock all!!!

Highly Commended
Claire Coulthard
Sega



RICKY

So once again you find your way to my secret laboratory, far beneath the bowels of your world. Here, with only a dense plexi-glass dome to shield my experiments from the boiling lava at the heart of the planet, you seek the knowledge only I, your future master, can provide. Well quite frankly I'm not going to tell anyone how to get the secret Daytona level in Virtua Racing Deluxe. So you can just push off.



SAM

It's been a quiet month for Sam. That's because she's cut out the tongue of anyone impudent enough to have made the slightest noise in her presence. Which amounts to a number of slack-jawed and chastised bystanders when you think of the thousands of innocent Londoners Sam passes each day on her way to work. As a result the entire crew has lined their keyboards with marshmallows to prevent the keys clacking too loudly. Not that we're scared.



TOMMY G

Oh dear. It looks like we might have made a little mistake. Having had enough of Tommy's antics with his puppet sidekick Little Tommy, we told Goosey that Little T had enjoyed his trip to Paris so much he'd decided to move over there. Tom immediately panicked, fearful that Little Tom may fall foul of the mean streets of the French capital, and set off to search for his wee pal. Who we'd hidden under Sam's desk (with her camel entrails). Other than a tearfully negative postcard, nothing has been heard of Tom since.



FOXY COXY;

There's been a big improvement in Tommy's strange fungal face growth disease horror. Although that depends on your perspective. We'd actually grown to like his new look, holding a daily sweepstake on how many scabrous boils would burst that day. But now he's just plain old Tommy C again. And, shudder, his new-found clean bill of health means Slow Boat to Barnet can recommence their delayed tour. Clear the streets!



CLAIRE;

It was Claire's turn to go on holiday this month, to a tiny village in the middle of nowhere inhabited entirely by loonies who'd be more at home in Children of the Damned or Invasion of the Bodysnatchers than real life. Obviously Claire was horrified. "They were all wearing tank tops and wellies and horrid tatty stonewashed jeans. There wasn't a boutique in sight, and you couldn't get a decent bottle of mineral water anywhere" quoth she.



RAD;

Potatoes. Spuds. Tatties. The tuber children of the Earth Mother. And, for one young man, a strange curse - a link with the past or the key to the future? Or just nice in waffles? Such are the root vegetable mysteries Rad must face. But developments are afoot, following the strange potato communication of last month. "I just left it there," Rad says "And now it's changing, mutating into some kind of new and baffling lifeform. A little black shrivelled one. Which smells of mouldy vegetables."

GAMES, G AND MÓR

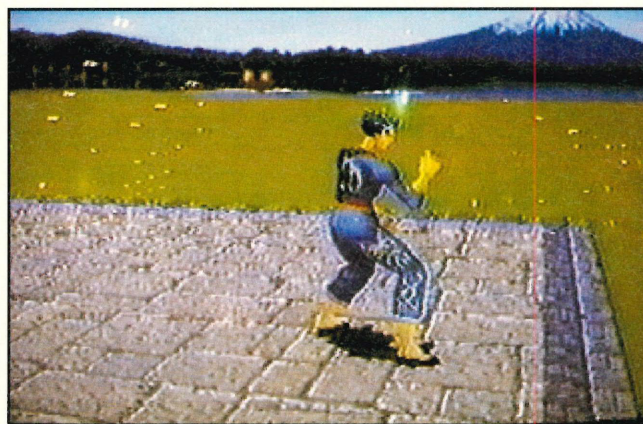
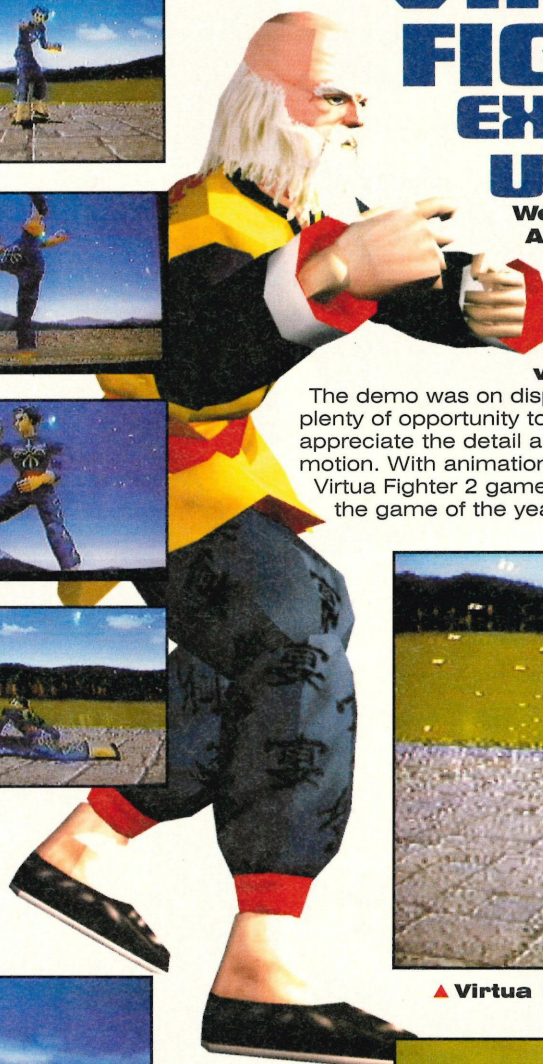
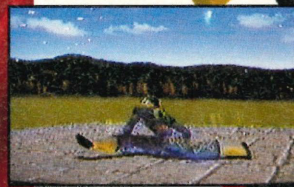
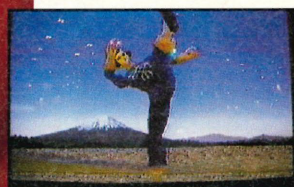
E3 was probably the most incredible videogames show of the last few years, packed with superlative Sega games. Resident spawny git, Richard Leadbetter, reports directly from Los Angeles and brings you this exclusive report...

E3

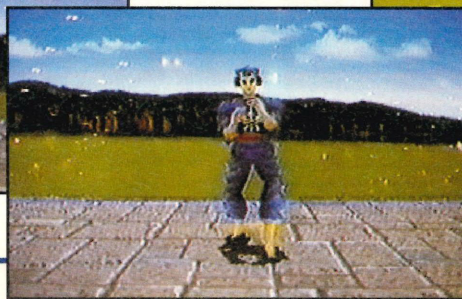
VIRTUA FIGHTER 2: EXCLUSIVE UPDATE

We really went to town on all things AM2 in our last issue, printing the first shots of the Saturn conversion of Virtua Fighter 2, which currently takes the form of a brilliantly animated Pai prancing about performing various martial arts style moves.

The demo was on display at the E3 for a couple of hours, giving us plenty of opportunity to grab tons of pictures. You really can't appreciate the detail and fluidity of this demo without seeing it in motion. With animation of this quality coupled to the 2000-move Virtua Fighter 2 gameplay, we reckon that this title could well be the game of the year. Still, enough of this - on with the pictures.



▲ Virtua Fighter 2: It should be outstanding.



GAMES RE GAMES

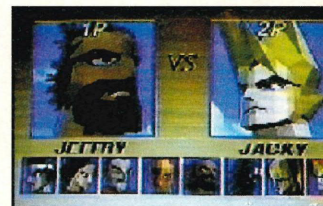
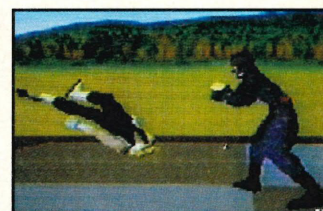
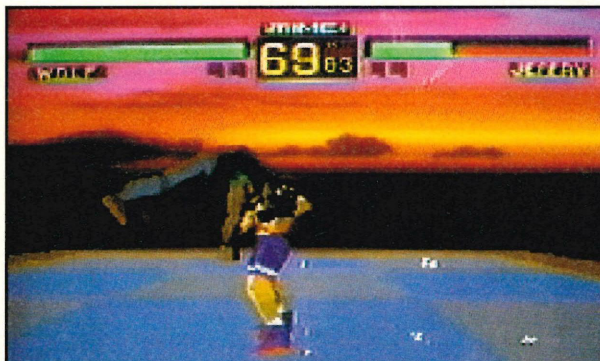
E3 JUDGEMENT DAY

It was built up as the show where Sega Saturn, Sony Playstation and Nintendo Ultra 64 would receive their US launches, with each company desperate to gain even the smallest advantage over the other.

Quite simply the Electronic Entertainment Expo (E3) was going to be the show that reassured the industry that there is a future in gaming after a year of near-disastrous trading. Did it succeed? Well, E3 was a major turning point in the fortunes of the videogames industry. In terms of hardware, there was absolutely nothing new to see whatsoever. Both Playstation and Saturn had already been released in Japan at the tail end of last

year and although Nintendo promised to reveal their Nintendo Ultra 64 system at the show, absolutely nothing was forthcoming whatsoever. What was really healthy was the quality of the games we're going to be playing on our new super-consoles in a few months time. Speaking purely objectively, it has to be said that both Sega and Sony did a marvellous job at the E3. Sony were showing quite a few pieces of original software,

whilst Sega were more bullish on the technical side, revealing their stunning AM2 operating system (see last issue) which could well take Saturn 3D games way beyond the current standards of Playstation software. Take a look at the wares spread across the following pages and prepare to get quite excited - the future of videogames looks hot!



VIRTUA FIGHTER 32X DEBUTS AT E3

Despite some pretty decent products, Megadrive 32X is still a system with a lot to prove.

Sega aimed to show off the system's polygon

rendering capabilities by revealing an early demo of 32X Virtua Fighter. The result is pleasantly surprising. Here's a couple of pics, but for the full lowdown check out our showcase on page 46.

32X, WHERE ARE YOU?

Just about everyone's aware that the Megadrive 32X appears to have been stuck in a rut recently, and E3 should have been the perfect showcase for some decent software.

What software there was proved to be quite good. The big game is, of course, Virtua Fighter (see our showcase on page 46), which was showing in a very early state of development, but already

shows plenty of potential. Scavenger's X-Men and Heavy Machinery also looked good, as did the extremely weird

Kolibri, which debuted on the Sega stand. Another hot 32X product was Virgin's Cool Spot 3 (Spot Goes To Hollywood) - an excellent

isometric platform game which is very close indeed to its Saturn and Playstation brethren.

Despite the arrival of some interesting product, it has to be said that hardly anyone appeared to be showing, or developing for the upgrade, which is a shame. Also sounding rather ominous was the announcement from Sega that the Neptune all-in-one system has been put back until early 1996. However, the majority of the software on show was of a decent quality, so it's certainly not all bad news.



UNWIZ

NINTENDO-A-GO-GO

Whilst Sega and Sony produced the next generation goods, Nintendo were left looking a bit sad over in their hall.

Despite promises at the last CES, there was absolutely nothing on Nintendo Ultra 64 whatsoever, apart from a black and white shot of the Neo Geo CD style casing. Bad news on the availability front as well - the system isn't due to be launched in the US until April 1996, almost a year

after the Saturn's launch. This is all occurred amid new speculation that no-one even has final NU64 development kits yet. Whilst Sega could boast about Virtua Fighter, Fighter 2, Cop and Racing, all Nintendo could muster was an admittedly impressive-looking Super NES Killer

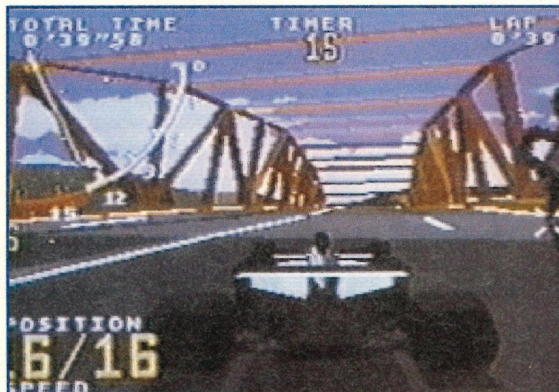
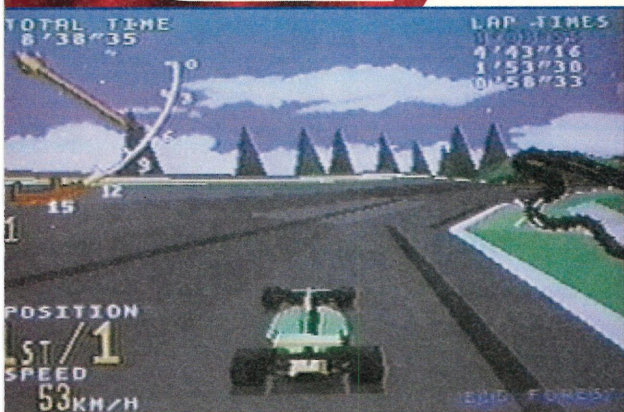
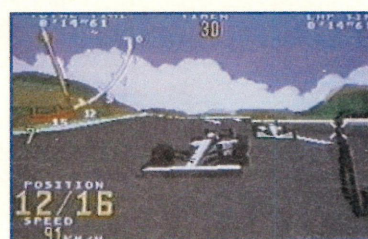
Instinct conversion and Diddy Kong (Donkey Kong Country 2). Virtual Boy again made an appearance, confirming first impressions that although interesting in theory with some fine 3D, the games themselves were little more impressive than the average Game Boy title.

SATURN VIRTUA RACING NEARS COMPLETION

Flanked by Virtua Cop and Virtua Fighter Remix at the E3, Sega of America displayed Time Warner's conversion of the brilliant Virtua Racing coin-op.

The game has progressed considerably since we first it at the last CES show in January, and now has all ten tracks and five vehicles included. However, those hoping for a conversion as close as Virtua Fighter are in for a disappointment. Although the game runs smoother than Daytona, a significant amount of polygons have been removed to keep the speed up.

We're reserving judgement on the gameplay at the moment, as the steering wheel used to control the car wasn't working properly. The good news is that the game is due for release with the official Sega Saturn in September, so expect more coverage in a forthcoming edition of the mag.

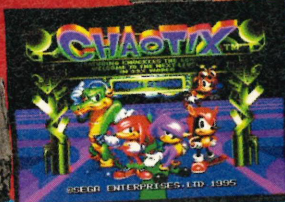


▲ Virtua Racing: On Saturn in September.



the
GAME is NEVER
Over.

KNUCKLES™
CHAOTIX

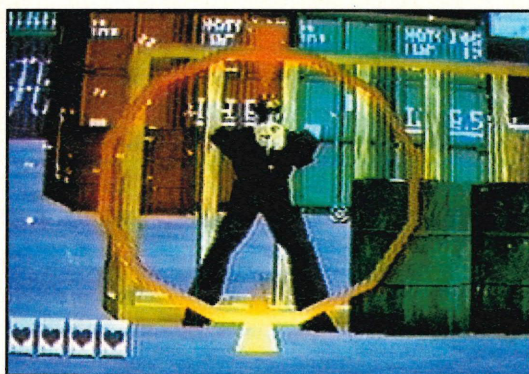
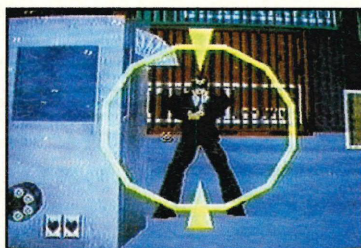
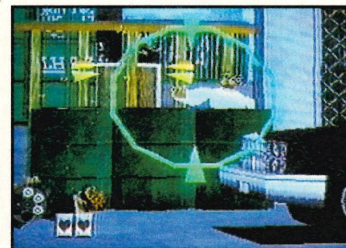
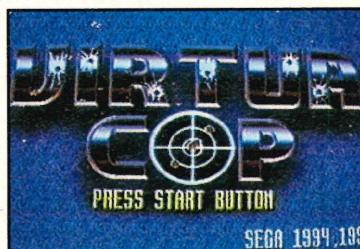


SATURN VIRTUA COP REVEALED!

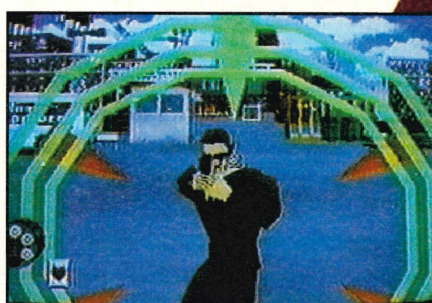
In last month's exciting edition of SEGA MAGAZINE, we revealed that the initial work on the Saturn conversion of Virtua Cop is well underway.

Several weeks on and the game is already playable, with the first sub-section of the first level virtually complete. I have to say that this game was probably my favourite of the show. For starters, the graphics are absolutely fantastic. They are as detailed as the arcade machine's and they move at exactly the same speed. What's more, the character animations are frankly brilliant. The Reservoir Dogs style hoods have all of the

movement from the coin-op and look superb. Shoot them and you're rewarded with a most gratifying death sequence dependant on where you hit them - blast them in the legs and they collapse clutching their wounds, shoot them in the arm and they drop their weapons. You can even shoot the guns out of their hands. Using the new AM2 operating system, Virtua Cop looks great, and thanks to help from the original coders of the arcade machine, you can be guaranteed a near-perfect representation of the coin-op. By the way, these shots on the page are the very first Saturn shots of Virtua Cop. Some of the screenshots published so far in other journals are from Sega promotional material which is taken directly from the arcade. This is the Saturn game and it's ace.



▲ Saturn Virtua Cop looks and plays really well.



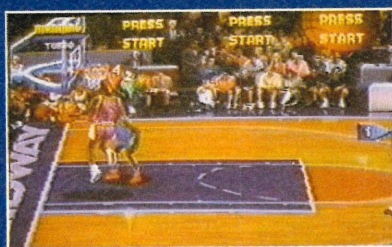
NBA JAM SATURN: EXCLUSIVE PICTURES

Acclaim arrived at E3 with their typically impressive stand, complete with huge video wall and hilarious corporate Gloria Estefan-esque pop video (with great lyrics telling us all about the company's fine movie licenses and motion capture technology - we kid you not!).

The product on display was mostly 16-bit in nature, with no sign of Sega Batman Forever or much else of incredible interest (apart from a topper life-size Batmobile).

However, what did impress significantly was the almost-complete Saturn conversion of NBA Jam. Yes, the 32X version is very close indeed to the coin-op, but the Saturn version is far superior with better scaling, better graphics and an overall smoothness that was most gratifying. This also helped improve the gameplay quite significantly.

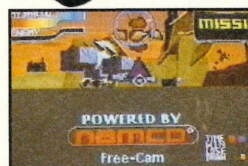
But hey! You're more interested in what the game actually looks like, aren't you eh? Well, examine these exclusive first shots, and be ready for more coverage soon.



KEYNOTE CAPERS

Although seeming deadly serious on the surface, the traditional show keynote speeches always have some element of comedy to them - basically because the big companies seem to go to any length to get one over on the opposition.

This year proved to be the most amusing of all. In what must be the best kept secret in the industry for years, Sega of America's president Tom Kalinske announced the sudden arrival of Sega Saturn in US games stores (ad catchline: It's out there). Despite having already set an official launch date for September 2, it's now possible to go out and buy a Saturn in the states, with a complimentary copy of Virtua Fighter thrown into the package. Saturn is yours for between \$399 and \$450, which Kalinske thinks is probably under-priced. Games retail between \$39.99 and \$59.99 at the moment. Despite some rumours, it appears that European customers will still have to wait until early September for their Sega Saturns, and it's almost certain that the machine will be bundled with Virtua Fighter and a single joypad. A price of £399 is likely. Sony's big cheese Olaf Olafsson also produced a keynote speech on the first day of E3, basically telling us why the Playstation was so great. There's no plans for any pre-September Playstation sales, but the price of the system - \$299 - proved to be a major surprise for the assembled delegates and was seen by some as an attempt to seize some of the limelight from Sega. Expect a huge price battle on both sides of the Atlantic come Christmas time.



NAMCO DEVELOP FOR SATURN

Despite being best chums with Sony, Namco have announced that they're developing for the Sega Saturn with their first title being **Cybersled**.

Oh, and here's some exclusive work-in-progress pictures of the Saturn game.

The title itself is a one-on-one tank battle - much like a futuristic version of Battlezone, but with tons of different tanks (sorry, sleds) with different combat attributes.

The game we saw was a simple running demo, showing some top-notch battling taking place from a variety of different camera angles.

The actual extent of Namco's commitment to the Saturn remains uncertain, but it's thought that for the time being, the emphasis on their development will remain with Playstation, so it's unlikely that we'll be seeing the likes of Ridge Racer or Tekken on Saturn for quite some time yet.

INTERPLAY BUY SHINY

Stunning E3 delegates was Earthworm Jim supremo David Perry's announcement that his company, Shiny Entertainment, has been sold to Interplay for an undisclosed sum.

The company is currently in the final stages of coding Earthworm Jim 2 for the Megadrive and Super NES (see the news story further on in this report). With that project complete, Shiny will direct their energies towards the 32-bit machines such as the Sega Saturn and Nintendo Ultra 64. The move to 32-bit is said to be a major factor behind the selling of Shiny - the team need time to learn

how to get the best out of the new platforms. The cash injection behind the buy-out might also come in handy for buying up the expensive new 32-bit development kits (Playstation: \$25,000 - Sega Saturn, \$27,000 - that's per kit, by the way). The buy-out has allegedly enraged key Shiny members who have resigned from the company in protest.

GARFIELD CAUGHT IN THE ACT

When a videogames company buys up a big cartoon license, they always seem to work the characters into a scrolling platform game, and oddly enough exactly the same thing has happened with Garfield.

Now he runs about and jumps on those platforms with gay abandon - obviously moving on from his days of inactivity and laziness in the comic strip and cartoon series. Still, there you go, Garfield on Megadrive, featuring levels based on spoofs of different films and genres impressed some with its playability.



▲ Garfield adopts various guises in each of the spoof-related stages in this new platform title.

UNWIZ

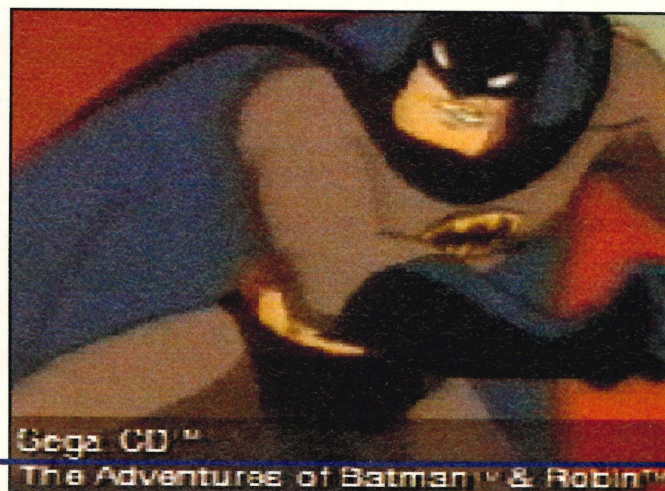
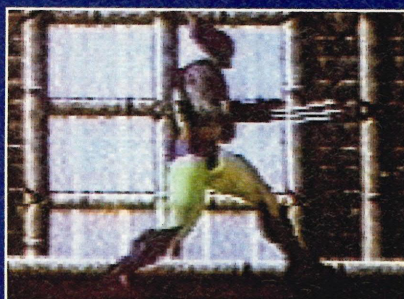
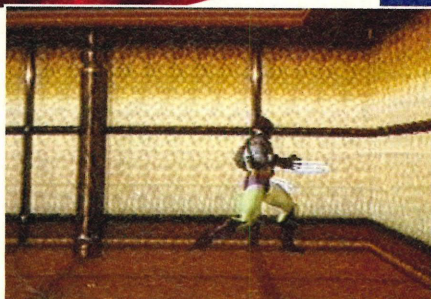
32X-men

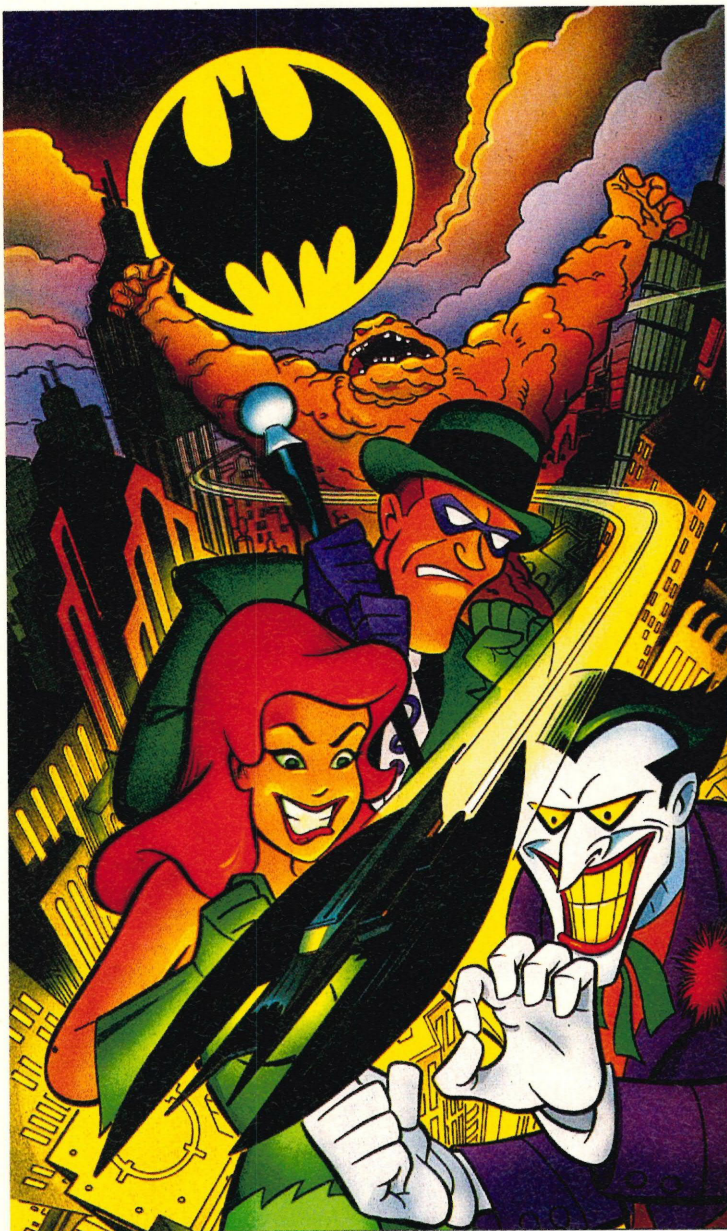
The X-Men recently re-confirmed their status as the most popular comics characters of all-time, with every X-title selling more than any other comic around, occupying nine of the top ten positions.

Cashing in on the success of the series is the potentially awesome 32X translation. The game is being coded by Zyrinx - the programmers responsible for Sub-Terrania (90%, issue three) and Red Zone (94%, issue ten) - and it looks flippin' great. Describing the game is quite difficult - imagine Doom from a third person perspective (that is, you can actually see the character you're controlling) and you have some idea of what this game offers. With its polygons, texture-mapping and huge sprites (featuring advanced motion capture), X-Men 32X certainly looks great. The player controls four X-Men: the ubiquitous Wolverine (as seen in these screenshots), the super-strong, power-sapping Rogue, the subzero Iceman and the X-Man of the future, Bishop. With the obvious exception of Wolverine, none of the other X-Men have ever really featured prominently in an X-game, so it will be interesting to see what Zyrinx come up with. One thing's for sure, at least it's not going to be another platform game...



▲ Combining motion capture with texture-mapped polygons is Zyrinx's forthcoming Megadrive 32X X-Men title, out by the end of the year.

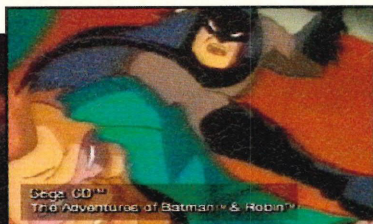




BATMAN: THE MEGA-CD GAME

Since the cover has a rather splendid piece of Batman: Animated Series art, it seemed only fair to include this news story concerning the Mega-CD version of the game.

Basically, the game features some 3D Batmobile/ Batwing action in the style of the Batman Returns Mega-CD game released a few years ago. Also of interest is the fact that the animated series studios have sourced fifteen minutes of never seen before animation for the game. What I saw of the actual game looked okay, but not up to the standards of the old Batman Returns CD, which came as something of a disappointment. Still eh?



▲ Batman:
all new
cartoon
FMV.



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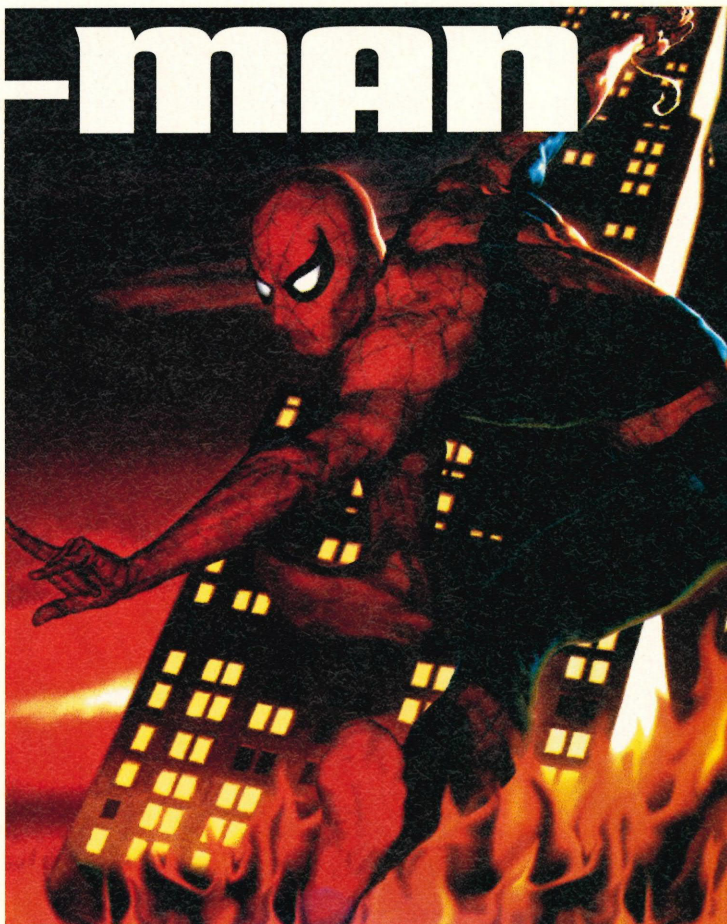
Nintendo

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SPIDER-MAN 32X!

Zyrinx's X-Men game is certainly something different - a non-platform superhero game.

It's a shame that the same level of originality hasn't cropped up on its sister game - Spider-Man: Web of Doom. Yup, it's platform web-slinging action all the way as the web-spinner attempts to destroy power spires that are creating an apocalyptic web of doom over New York. As you might imagine, the game was at a very early stage of development at the E3, with a lot of the promised never seen before moves not included, although the web-slinging bits looked a bit poor. Still, Sega of America are certainly dead set on getting this one right, so hopefully all the games shortcomings will be sorted out before the game is released later on this year.



UNWIZ



▲ Famous people!



VR TROOPERS STORM MEGADRIVE

It had to happen. The Mighty Morphin' Power Rangers have been cloned, with a very similar TV series called VR Troopers currently being shown on Sky One. The series has attracted some die-hard fans in the States, hence the arrival of this Megadrive translation.

Curiously enough, the game is very similar indeed to the Megadrive Power Rangers game, taking the form of a robots-based one-on-one combat game. In its favour though, it has to be said that the graphics do look a lot better than the Power Rangers title and there does appear to be some more depth.

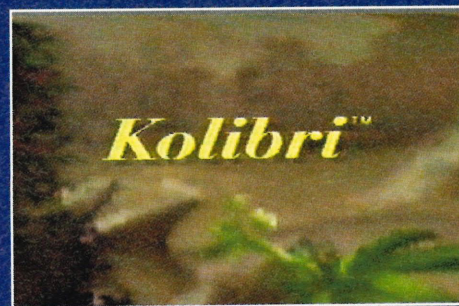
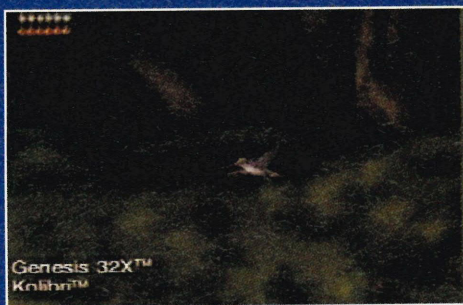
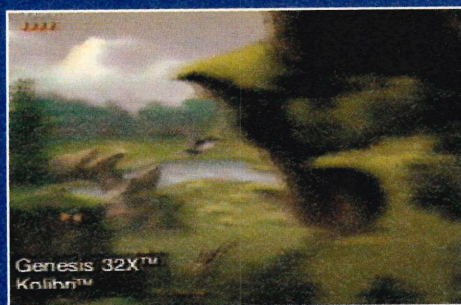
Despite the low profile of the series in the UK, VR Troopers is planned for a Christmas release over here.



STREET FIGHTER II: THE MOVIE

The arcade machine has just been released in UK arcades and actually, it's a real laugh, combining Mortal Kombat style graphics with that awesome SFII playability. We reckon it's better than MK3.

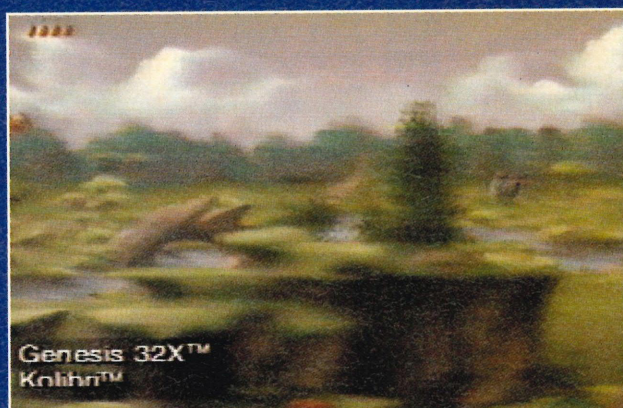
The good news is that the game is Capcom's first Sega Saturn project and was on display at the E3 (here's some nice pics for you to look at). The bad news is that the game is still very early on in development and doesn't look that impressive at the moment. Still, it's early days yet and we're sure that Capcom will be able to make this arcade perfect. Well, we hope so, any way.



KOLIBRI: HUMMING-BIRD OF DOOM!

When evil crystals of the apocalypse crash down on earth changing flora and fauna into savage, cannibalistic life-forms, there's only one thing to do - charge a hummingbird called Kolibri with mystical power and send it on a quest to rid the world of the evil crystals.

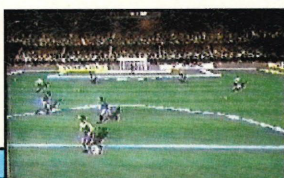
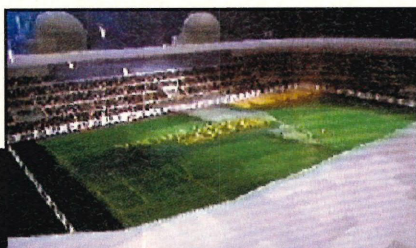
That's the near-ludicrous scenario behind the impressive-looking Kolibri on the Megadrive 32X. The hummingbird angle creates a pretty original control method, but the real pull of his game is undoubtedly the lush graphics which look pretty fantastic. It's clear that Sega of America are trying to recapture the allure of the original Ecco game and it looks like they have succeeded to a certain extent with this game. Expect the usual preview/ review/ showcase activity over the next few months leading up to the game's Autumn release.



♦ Kolibri comes from the creators of the Ecco games, as you can probably tell from these shots.

FIFA '96 ARRIVES ON SATURN

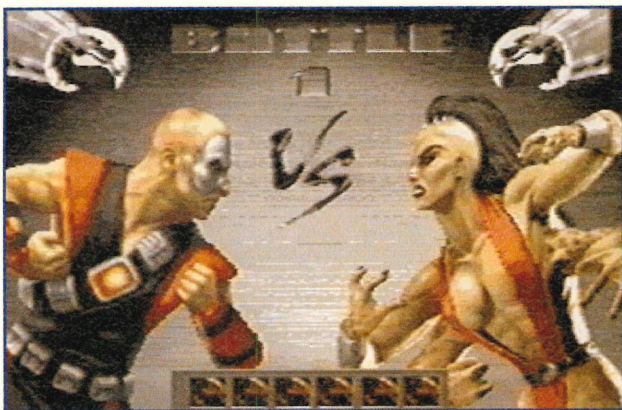
Well, here's yet another exclusive - the first shots of FIFA '96 on the Sega Saturn. In terms of looks, the game is very close indeed to the celebrated 3DO version, but features all-new gameplay features. Road Rash 3DO is also due to be converted onto the Saturn as well and should be superb.



▲ FIFA action: first, exclusive Saturn shots!



▲ FIFA has all the viewpoints of the 3DO version.



UN 3 E 2

MORTAL KOMBAT 3 ARRIVES ON 16-BIT

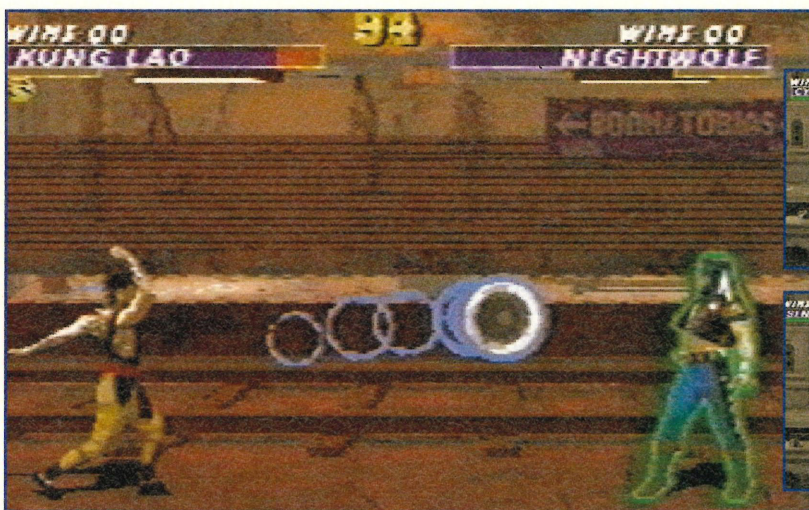
One of the big surprises of the E3 was the arrival of a near-complete version of Mortal Kombat 3 on the 16-bit platforms.

The Megadrive version (pictured here) has been programmed by Sculptured Software, the creators of the impressive Super NES MK games. They've done wonders in bringing MK3 to the Megadrive, with the conversion being most impressive indeed.

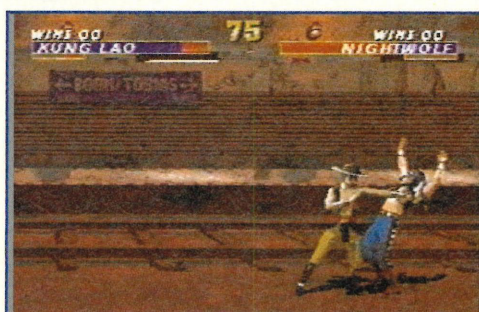
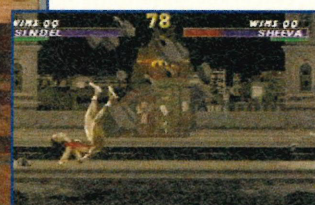
Due to uncertainty in the 16-bit home market, no-one has secured the European publishing

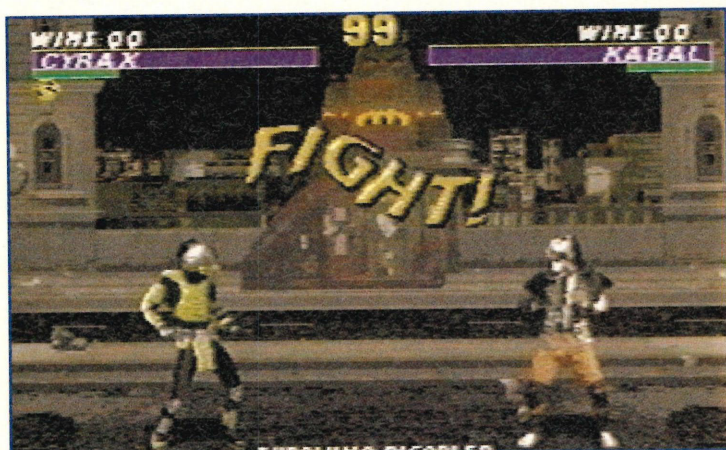
rights to the game yet, which isn't surprising when you consider that the game weighs in at a gargantuan 32-meg.

The only 32-bit version of the game anywhere near completion at the moment is the 65% complete Playstation version, although work is well underway on the Saturn game and is on schedule for an April '96 release date.



▲ Kung Lao accosts new boy Nightwolf.





▲ MK3 Megadrive style. Every character is included!

SATURN SPOT

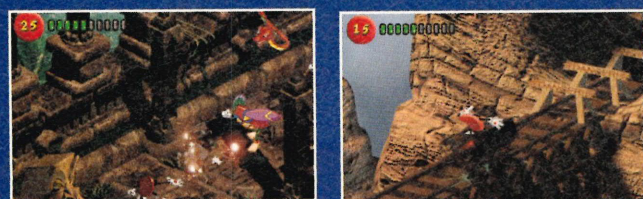
Virgin Interactive Entertainment revealed their first 32-bit product at the E3 show, with Cool Spot taking centre-stage in an excellent-looking isometric 3D romp.

The game comes as something of a breath of fresh air for the Saturn, as for once it doesn't use polygons, gouraud shading or texture mapping. Instead, the coders have adopted a look that suits all manner of game genres. Just as in the last Megadrive title, Spot is a running, jumping, fizz-shooting character, but this time he's able to interact effectively with a large number of background items. So, for exam-

ple, on the pirate ship level, you're able to jump onto a cannon and ride it along the ship. It's little touches like this in each level that really add a lot to the gameplay. Currently, the Playstation and Sega Saturn versions are practically identical, with the Megadrive 32X game looking very similar indeed to what's shown here. All being well, we should be able to show more of this potentially stunning game in our next issue.



▲ Spot: Coming to the Saturn and 32X.



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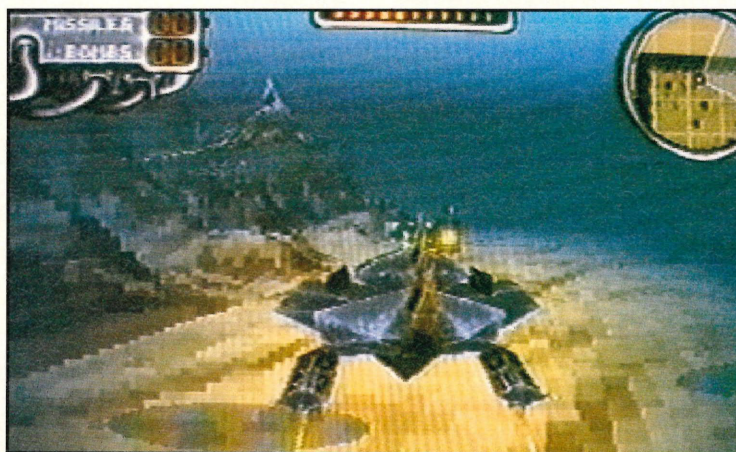
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SCAVENGER SET AGAIN

UNWIZ



▲ Scavenger's first Saturn game is set to impress.

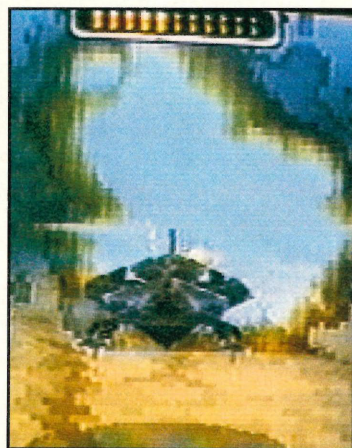
AMOK

Of all the Sega Saturn titles unveiled at the E3, only the Scavenger and AM2 titles deeply impressed me.

Amok is technically great, looking just as good as the superb Vertigo (also revealed on these pages).

The game is based underwater, featuring some superb fractal-style graphics for the underwater reefs and suchlike. Amok is packed with fantastic visual effects such as the lens flare technique first developed by coders Zyrinx (as seen in the Scavenger showcase in the March issue).

The gameplay looks as though it might match the visuals, meaning that Saturn owners are in for a treat later this year...



▲ Vertigo features some stunning 3D visuals.

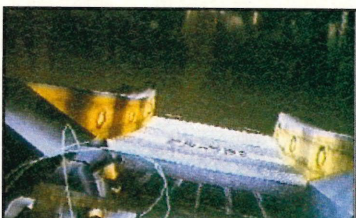
VERTIGO...

Is a very strange game indeed. Basically, you're riding along on a trike-style object which hurtles along 3D tubes suspended in space.

As the rider you need to dodge the gaping holes in the tube and continue until the end of each level. It might not sound like much fun, but it is - thanks in part to a brilliant control method (which allows you to wheelie up onto different platforms and suchlike) along with some frankly astonishing graphics.

The game currently runs at a super-smooth frame rate and also features some top-class texture-mapping. In games like Grand Chaser and Daytona, the clipping of objects is not quite right, resulting in objects suddenly appearing as if from nowhere. This doesn't happen at all in Vertigo - a great credit to the Scavenger team. Also of note is the fact that the texture-mapping looks utterly superb - ugly pixelisation evident when you see an object close-up in Daytona simply doesn't occur.

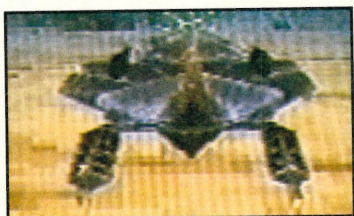
The game is still deep in the developmental stage, but it looks as though Scavenger already have a winner on their hands.



THE PACE...

Some things never change - particularly the quality of Scavenger's games. Their wares (all unsigned at the moment, bar the Sega X-Men 32X title) were proudly on display during the E3 on a very strange stand which belted out some very loud and quite eerie Red Zone-style music

Developing for PC, Sega Saturn and Megadrive 32X, every one of their titles was a winner. The PC game Into The Shadows was utterly superb, but their Sega Saturn games were right up there with the likes of Virtua Cop and Daytona USA. Here's a more in-depth look at the games...



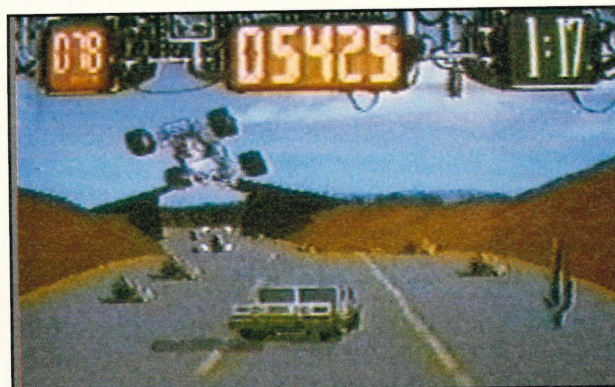
▲ The deep sea 3D is out of this world.

HEAVY MACHINERY

As well as the technically impressive X-Men, Scavenger also have Heavy Machinery on Megadrive 32X in the throes of development.

As you can see from the pictures, the game's a smart-looking 3D road racer which features some excellent 3D trickery in use for the roadside scenery.

What these screenshots probably don't show so well is the decent amount of action incorporated into the gameplay - the explosions occur at a rapid rate, making for a pretty exciting-looking videogame. More news as and when.



▲ Polygons and scaled sprites make up the 3D landscape.



▲ Heavy Machinery is Scavenger's first 32X product. Future projects look even more promising.



▲ VectorMan: Top-notch.



VECTORMAN TAKES MEGADRIVE BY STORM

A number of triple-A quality Megadrive products were unveiled at the E3, the most impressive being VectorMan, featuring incredible three-dimensional graphics and animation that literally launches gamers into an Earth of the future - so the Sega press release says.

Basically, you take control of this stunningly animated robot whose job is to take on a robotically deranged droid from hell and wrest control from it and its twisted minions. This is all a big excuse for some graphically unrivalled platform battling in a super-smooth terrain.

The game features some stunning special effects such as lens flare and half-bright colours, which give the game a brilliant sense of depth. The sheer smoothness of the action is brilliant and

some of the ideas incorporated are equally as good. VectorMan himself is a masterpiece of animation, capable of morphing into different forms such as a high-speed drill, fish, bomb and VectorRocket amongst others. Different vector-related weapons are also on hand, such as the ball, rapid fire bolo, shockwave and the nucleus shield. Well, it all sounds rather splendid, doesn't it? Expect more coverage leading up to VectorMan's November release.

SATURN CITYSCAPE

One of the biggest-selling PC titles of all-time, *Sim City 2000*, is heading for Sega Saturn - and here's the photographic evidence to prove it.

The scenario behind the title is impressively original - you're given an expanse of land to play with, and it's your job to fill it with the most streamlined, efficient city you can possibly produce. You need to create a place where the people (known as Sims) would want to live, so that means building up adequate residential, industrial and recreational facilities along with other such essential stuff as hospitals, schools and suchlike.

The game doesn't have high-resolution visuals like the original, but the gameplay is otherwise identical, with all of the features from the first game included.

This could be a winner...



E3 '97



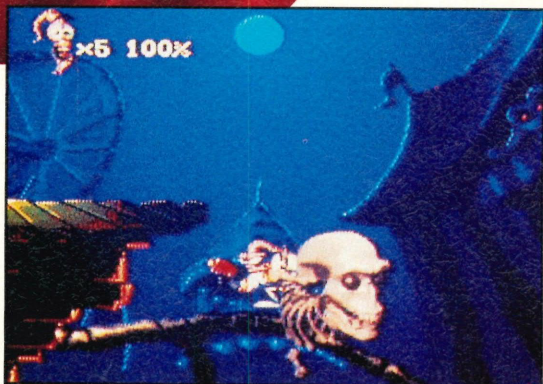
EARTHWORM JIM 2: THE FIRST SHOTS

David Perry's Shiny team was the basis for much E3 gossip, which kind of overshadowed the debut of the new Shiny game, *Earthworm Jim 2*.

This is a real shame actually, as along with Sega's *VectorMan*, it was definitely one of the few 16-bit highlights of the show.

The game remains basically the same in gameplay terms as the first Jim outing, but with the major addition of four sub-games which each feature some pretty original action. Take a look at these shots and ready yourself for a full work-in-progress type feature for the next issue.

▼ Jim 2: one of the best 16-bit titles of the show.



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Wayne Gretzky's NHLPA All Stars.

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MEGA DRIVE

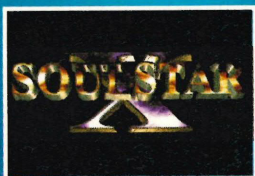
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SOUL

PREVIEW



MEGA-CD

CD

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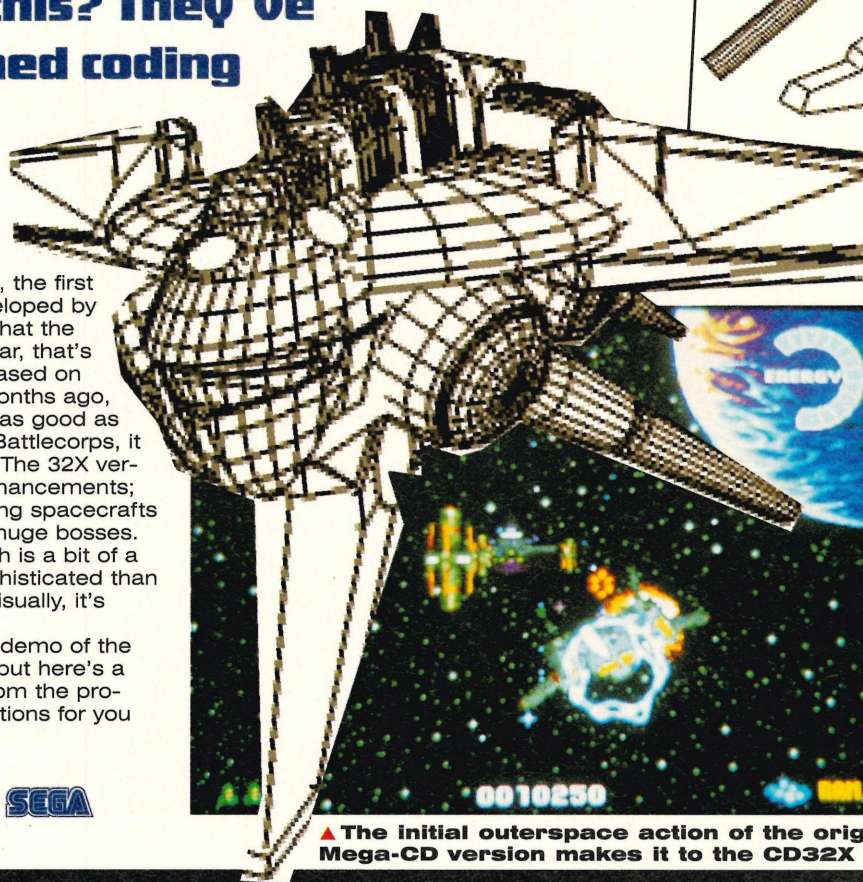
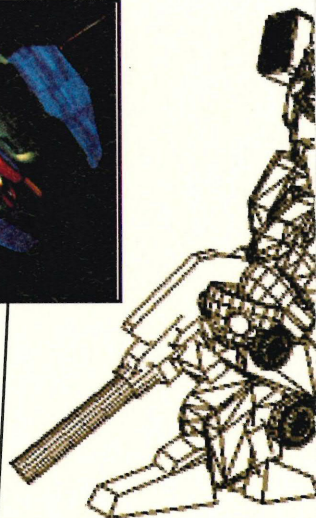
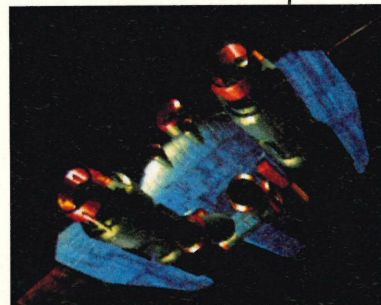
PREVIEW

If you cast your mind back, you'll probably remember that a few months ago Core Design had loads of 32X games in development. But since then, the only one that we've seen anything of is BC Racers. But what's this? They've nearly finished coding Soulstar X? Oh good!

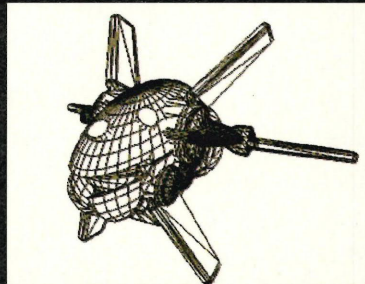
Soulstar X is only the second game that will appear on the Mega-CD32X, the first being BC Racers - also developed by Core. But, if you're thinking that the name Soulstar sounds familiar, that's because the game was released on the Mega-CD a couple of months ago, and although it wasn't quite as good as Core's other Mega-CD title Battlecorps, it was a pretty decent blaster. The 32X version comes with loads of enhancements; 256 colour graphics, morphing spacecrafts 3D enemies and absolutely huge bosses. There's no extra levels, which is a bit of a shame, but it's far more sophisticated than the Mega-CD version, and visually, it's spectacular too.

Anyway, there's no playable demo of the game available at present, but here's a load of screenshots taken from the programmers' development stations for you to look at.

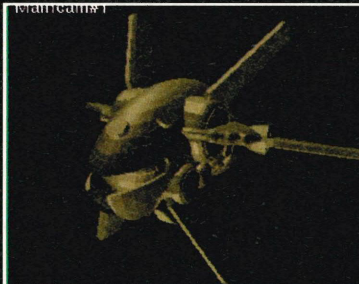
SEGA



▲ The initial outerspace action of the original Mega-CD version makes it to the CD32X



▲ A wireframe model of one of the ships.

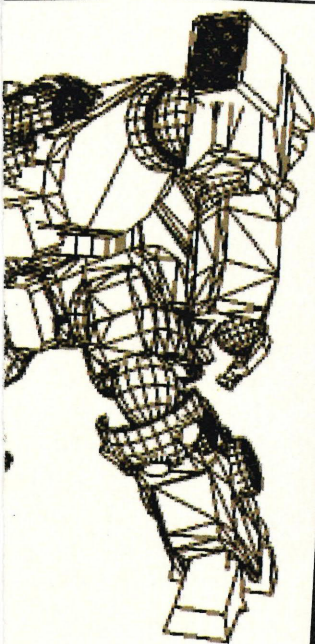


▲ The model is now fully rendered on a workstation.

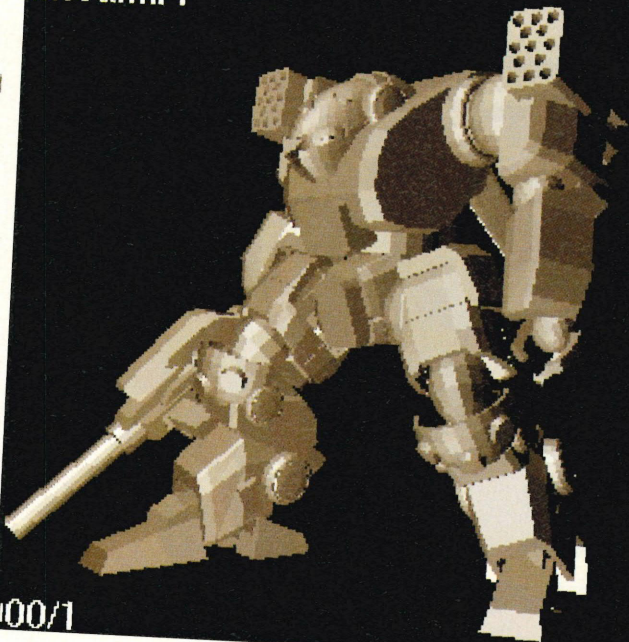


▲ And the final ship as it looks in the game.

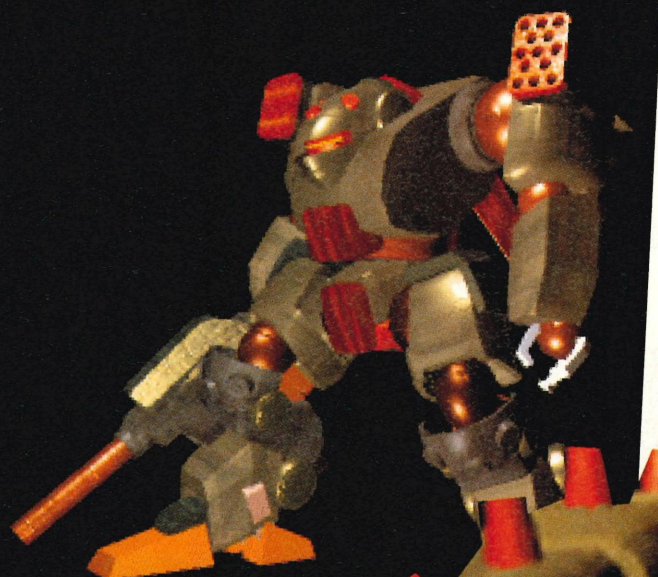
STAR X



vincam#1



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▲ From the look of these shots, the CD32X version has a lot more detail to it.



PREVIEW



MEGA DRIVE

16 MEG

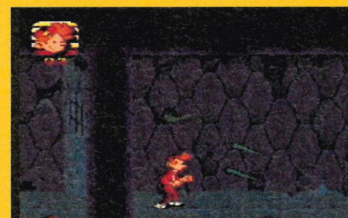
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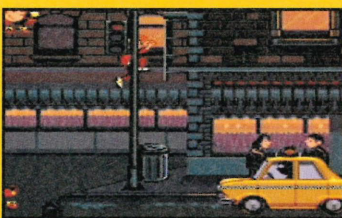
SPIROU



▲ Haha! They're revising!
Are YOU revising? Haha!



▲ Check out that haircut.



▲ Bruce Willis does this
in Pulp Fiction.



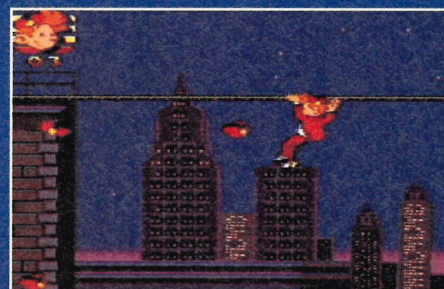
▲ Nooo! Not the teddy!



▲ Cheese puffs are always on hand to join in the fun.



▲ An electric dog? That's a bit unusual, isn't it?



▲ Just
like in
the films!
You
know,
Die Hard
or some-
thing.

PREVIEW

OU

Once a year, all the wacky hair-brained scientists of the world get together for a bit of a knees up. And in between drinking shandies and laughing at each other's general tomfoolery, they discuss their new inventions for the year. Only this time, someone's kidnapped the Main speaker, Count Champignac, and what's more, they're planning to use his superior brain power to take over the world. Somebody help!

Luckily, like most scientists, Champignac has a couple of dimwitted friends who are prepared to risk their lives in order to save him. Spirou and Fantasio are the mates in question, and after trekking all the way across France to see the Count's latest innovations, they're slightly peeved and a bit worried that the bespectacled one hasn't turned up. But there are a couple clues as to his whereabouts - and the most obvious one leads to the evil robot Cyanida. Apparently she'd been going on about Champignac a couple of months before, saying that with his inventions she could destroy humankind and create a whole, new robot world. Well really. Did she honestly think she'd get away with it that easily?

Anyway, out of the two friends that Champignac has, Spirou is the only one who can actually be bothered to do anything about the situation, and promptly departs on a round-the-world trip to rescue his kooky friend. Beginning in New York, this platform adventure spans loads of levels and incorporates many different gameplay styles. Apart from the standard platform action, there's a high element of puzzle gameplay and a couple of shoot 'em up levels too. Plus, in contrast to most Megadrive platformers of late, this looks stunning, with ultra-fluid animation and plenty of variety between the levels.

Spirou is already a massive star in his native France, where his face is frequently seen in comic books and cartoons. Obviously, he's not quite as famous over here, but with any luck, Infogrames will be able to change all that when the game is released in June.

SEGA



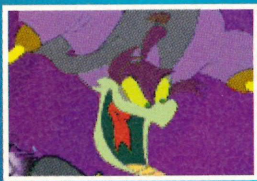
▲ This bit doesn't look like Clockwork Knight...



▲ But this bit does.



PREVIEW



MEGA-CD
SEGA SATURN

CD

BY
EMPIRE
SOFTWARE/
READYSOFT

RELEASE
AUGUST

PREVIEW

BRAIND

With only a few months left until the Saturn is officially released in this country, third party developers are rushing to get as many titles out for the machine when it's released in September.

The latest Saturn devotees are Readysoft, who are releasing their games in this country via Empire Software. They're no strangers to the video game world either - you may remember their ancient coin-ops, Dragon's Lair and Space Ace (converted to just about every CD based console in existence). Braindead 13 takes the same format as these age-old titles (run around a bit, press a button, run around some more and so on), although the gameplay has been spruced up somewhat, with loads more stuff to do and some pretty amazing graphics too. As you'd expect, with a name like Braindead 13, the game's plot is suitably strange: hip computer repairman Lance is called up to a spooky castle to fix the broken computers. On completing his job, he reboots the system and discovers the owner's plans for world domination. Suddenly, Lance finds himself unable to escape from the building, with owner Dr Neurosis, pet dog-human and monster Frankula in hot pursuit. A mad chase ensues through all the rooms of the castle, with cartoon-quality graphics and stunning animation utilised throughout the game. Braindead 13 is being released on both the Saturn and the the Mega-CD, with the Mega-CD version being the first to appear in late July. The Saturn version will be ready a few months later with the launch of the official UK machine.



▲ No doubt this is the dog-human creature that was mentioned. Or maybe it isn't.



DEAD 13



▲ That hook must have been unfortunate at school.

▼ Grief, he looks just like Ed Lomas. Bring me the barf bag.



▲ Urp, he's been sliced into little rashers. Gross.



▲ Looks like a bad case of jaundice to me.

PREVIEW

MYST

Play Game,
Load Game
Options
Demo Mode

MEGA-CD

MEGA CD

BY
MARUBENIRELEASE:
TBA

PREVIEW

myst

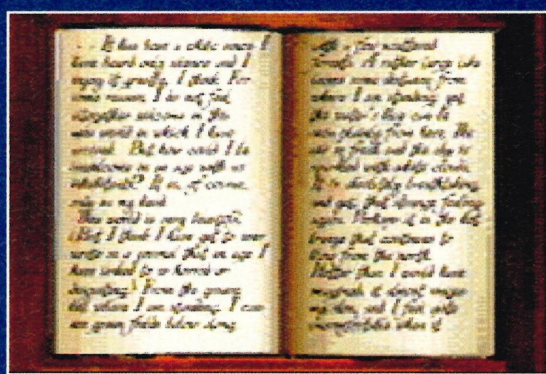
Scrunch your eyes up really tight and try to imagine what paradise would be like. Getting anything yet? A huge room jam-packed with all the latest Sega titles? A night of unadulterated passion with Pammy Anderson? How about a beautiful mist-enshrouded island? Now, that's more like it. In fact, if you try really really hard, we could probably take you there right now....

Although it's strictly an RPG, it's nothing like the Shining Force type adventures you may have seen on the Megadrive. It's not even strictly linear either. You can interact with your environment fully, by clicking on objects or landscapes that you come across (you can use a mouse or joypad) and there's none of those boring fighting scenes either. Plus, because Myst can utilise the sound chip of the Mega-CD, any interaction with characters is spoken, rather than read on the screen.

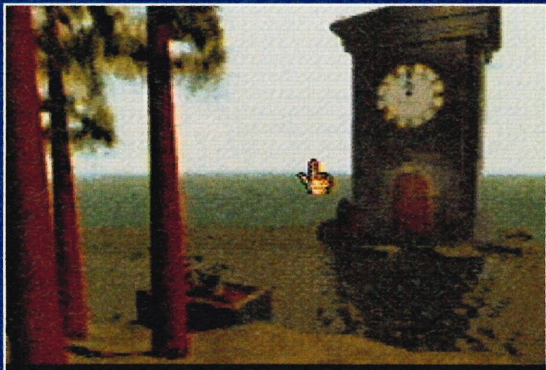
Beginning in a library, the adventure starts when you stumble across a book in the library. Upon opening it, you are sucked into the pages and find yourself alone on a beautiful island. You get to keep the book though, and by consulting it at various times, you discover more clues as to your purpose on the island. Your adventure will take you to many locations, but to really progress, you'll have to solve the puzzles that block your way. We've already played the Saturn version which takes the same form, and can say that the puzzles are among some of the most ingenious and irritating we've ever come across - you certainly won't be completing it in a week!

Although Myst will shortly be available on import from Japan, it's going to be a while yet before it's released officially in the UK. But, when it IS released, you can bet that it will be the best thing your Mega-CD has seen for ages.

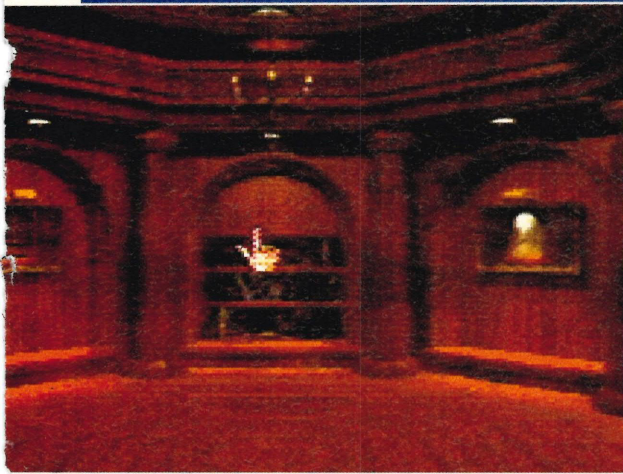
SEGA



▲ See that? That's a book.



▲ And that's a clock. None of your digital rubbish, mind.

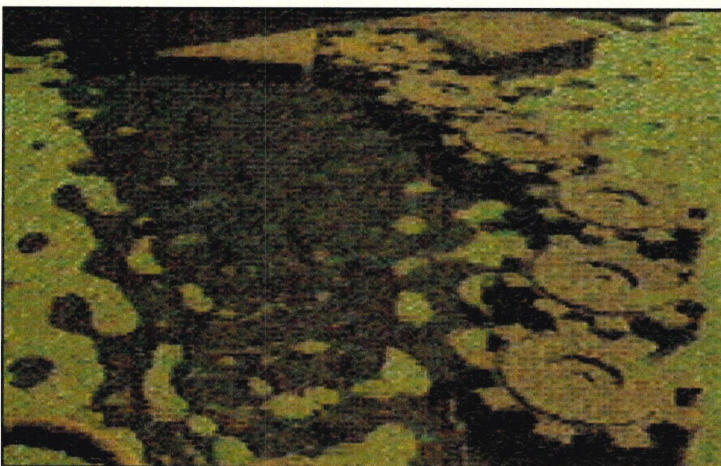


▲ Ooh no, we don't want any of that nuclear power stuff around here. Take it away now before I come over all Reagan-esque.

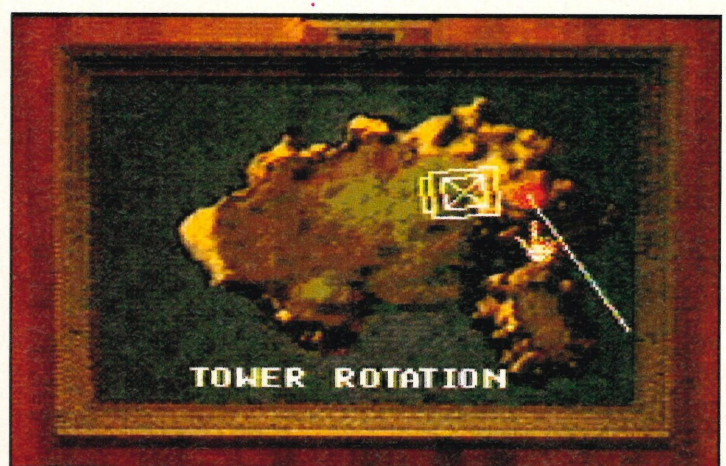
▲ Well, it's a road, with some sort of mechanical device at the top. Well, what more do you expect?



▲ A wild man of the woods lives in here. Well, maybe he did once. A long time ago, before this game was made.



▲ I don't like the look of that much.



▲ If you look closely, the map looks like a stegosaurus.

Q+A

A funny thing happened today. A mad person came up to me on the train and started going on about, well, nothing really. He was just jibbering. But that's not the unusual part. The strange thing was that he was wearing a Sonic the Hedgehog T-shirt. Now down-and-outs aren't usually kitted out in that kind of attire. They're more likely to be wearing a bin bag and a sack of potatoes or something. So you know who I thought it was? Danny Curley. Remember him? He used to be on TV all the time because he could tell you the name of any game by just listening to the music. Tom Guise even went on You Bet with him once. But, just look at him now – a mere tramp with no prospects and a few screws loose too. It just goes to show kids, games are b-a-d for you. So, if you want to be rehabilitated into the real world, write into Q&A Anonymous, SEGA MAGAZINE, PRIORITY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. We'll do our best to help you kick the habit.

I'M FED UP OF WRITING TO YOU

DEAR SEGA MAG,
Please can you answer my questions as I am fed up of writing in to you and not getting my letter published.
1 I'm trying to get my hands on a British Saturn, but they're all imports at the moment. Could you tell me where to get a British one, because I know that you already have one.
2 What's the point of producing new generation consoles if they're not capable of arcade perfect conversions? It looks as if Nintendo have the best bet with the Ultra 64.
3 If Daytona is one player only, then it's a waste of time.
4 In your mag, Virtua Fighter looks very jagged indeed. Why?
5 Why do the Japanese and Americans get the Sega gear first? Come on Sega Europe, make a stand!
Ciao, keep up the good work,
RHYS L. ROBINSON
PS. Beavis laughs like this: "heh heh". Not "Her her". And Butthead goes "Huh huh" not "Hur Hur". Okay?

SM: Doh! The British Saturn doesn't hit the shops until September – a point which we have been stressing for at least six months. The only Saturns you can buy at the moment are Japanese ones, although it's much more worthwhile in the long run to wait for the official release.
2 Unless an arcade game is pretty ancient, it's impossible to produce an arcade perfect conversion. Due to financial restrictions and hardware limitations, arcade perfect conversions just aren't possible – to replicate an arcade board on a home console would cost thousands of pounds. Anyway, the arcade conversions that we've seen so far have lost very little in terms of playability. For instance, Virtua Fighter has all the playability of the arcade version but has had to make small compromises in terms of background graphics and sprite detail, which make very little difference to the overall

product.

4 It's not jagged. To prove this, pop into Virgin Megastore or HMV. They are selling import Saturns, and you should be able to see a demo of Virtua Fighter running. Sometimes, static screenshots just can't do the game justice

FROM A CACODEMON

DEAR SM,
I am a 32X owner and I desperately need my questions answered.
1 I've seen and played Wing War the coin op and it's totally stunning. When will it be released on the 32X and how much will it cost?
2 Will the two player mode be split screen, or will you need a 32X link up?
3 Any news on Streets of Rage 4?
4 What's this? Hidden Daytona game on 32X VR Deluxe...sorry, but that's not a very convincing April Fool. Spell Daytona with your car. Indeed.
FROM THOSE TWO CACODEMONS ON LEVEL TWO OF DOOM.

SM: Initially, Wing War was supposed to be released in the Autumn, but so far, no one has seen or heard anything of the game. However, Sega assure us that it is still being released, although we won't be seeing any screenshots for a couple of months yet. As for the two player mode – I'm afraid we're not sure of how this is going to work yet. 3 No – there may not even be one.

I MIGHT BUY A 32X

DEAR SEGA MAG,
Please, please answer my questions,
In the summer I'm probably buying a 32X, but I still



▲ Wing War. No news on the 32X version.

can't decide. Will Theme park and Street Racer be released on the machine?
2 How about a manager game from Sega? It would sell really well and they could make a special enhanced version for the 32X and even the Saturn.
3 Are there any companies making plug-through cartridges? This would be really easy for Acclaim to do when they release Mortal Kombat III. Likewise EA with their sports games.
RHODRI JACKSON, WOODSTOCK

SM: There's been no confirmation from either Ubisoft or Bullfrog over the release of the above mentioned games, but it would be fairly easy for them to convert both titles. However, with the depressed state of the software market, developers are very reluctant to release titles unless they're sure that the game will sell. 2 NO. Football manager games are boring and hardly anyone wants to see one of them on the Megadrive (or any other machine for that matter). If such a game was going to be released, it would have been done ages ago. 3 The Sonic and Knuckles game is the only title to use a plug through cartridge so far, and it's unlikely that anyone else will bother making games with a plug through option. It was a bit of a novelty really.

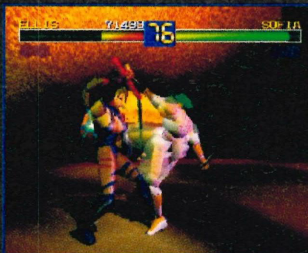
I'M A CURRANT

DEAR SEGA MAGAZINE,
I'm a currant Megadrive owner but will be getting a Saturn sometime in September. Please could you answer my questions.
1 When the Saturn is released will it be available with a keyboard and disc drive?
2 How fast does it load, and will there be any "please wait" signs?
3 What do you think is best: the UK Saturn or the Japanese one?
4 Which has better graphics - the Saturn or the Playstation? Which has the best loading time?
Thanks for answering my questions,
MATTHEW BUSHNELL, ENFIELD

SM: It must be pretty difficult for you to play games, with you being a currant Megadrive owner and everything. Is that why you want to know about a keyboard? Fool! No human Megadrive owner would be so stupid - the Saturn has a CD disk drive and uses a joystick, not a keyboard. There's always a small amount of waiting time on all CD games, but for most titles, this will be minimal. 3 Both the same. 4 Sorry, we absolutely refuse to get into a "which is best" argument, even if it does concern the next generation machines.

OOPS, WE'RE AN INCH SMALLER

DEAR SEGA MAG
Why is your ace mag about an inch smaller in width? (I don't really care, I'm just curious).
2 I've just read your Daytona USA feature in Issue 17 and it's awesome. However, I have a 32X and I'd really love to play Daytona. Virtua Fighter also looks really cool but how good will the 32X conversion be? Will Daytona appear on the machine at all?
3 Do you think I should:
(i) Keep my 32X and buy all the best games that are released for it?
(ii) Sell my 32X now and buy an import Saturn?
(iii) Keep my 32X and get some games for it, then sell it when the official Saturn is released?
4 Are Daytona's graphics better than Ridge Racer's?
5 Do you think that Virtua Fighter is better than Toshinden?
MARK SMITH, BIRMINGHAM



▲ Toh Shin Den. Not better than VF.

SM: Sega Magazine is an inch smaller because of rising paper costs. Recently, the price of paper for magazines was increased by 30%, and instead of cutting the number of pages in the mag, we decided to trim the edges instead. Of course, this makes no difference to the content of the mag. 2 A lot of Virtua Fighter's detail will be lost in the 32X conversion, but the basic game will still be there. And NO, Daytona will not be converted to 32X. 3 Save up for an official Saturn. 4 Bleurgh. 5 Double bleurgh.

NO ORIGINALITY!

DEAR SEGA MAGAZINE,
Please answer my humble questions.
1 Why on earth did you scrap originality on your review pages? It is very important as games such as Striker and Mr Nutz would be marked down.
2 Will Street Fighter Manga be released over here, and if so, when?



▲ The Saturn-Tap. Not much use at the moment.

3 Please could you print a map of all the secret bonuses in Dynamite Heady?

SM: Because all the critical comment for a game can be found in the main bulk of the review. In fact one of the harshest criticisms of any game is lack of originality, so you'll always find it mentioned on a review. It seemed pointless to give it a score on its own though, as at the moment, most games would receive a very poor mark, even though lack of originality doesn't necessarily make for a bad game. 2 It will be released in this country, although a specific release hasn't been set.
3 We're working on it.

4-PLAYER MAD!

DEAR SEGA MAG,
Is there a tap that's compatible with both EA and Sega games? If so, how much is it?
2 Can you have up to four players in NBA Jam Tournament Edition?
3 Will the Saturn Arcade Racer joystick be released on the Megadrive?
4 Is Road Rash 3 better than all the other versions?
This is the first time I've written in to a magazine, so please answer my questions.
STUART SUNLEY, NORTH YORKSHIRE

SM: The EA tap is compatible with both types of games and Sega assure us that their tap will now work with all games too. 2 Yes. 3 No. 4 Yes.

BEAT MY RING... RECORD!

DEAR SEGA MAGAZINE,
1 If the Saturn is supposed to be arcade perfect, where does this leave the 32X? I got one for Christmas, and since then, all I've heard is how good the Saturn is. Where will the 32X be in September with VR Deluxe and MKII, when the Saturn has Daytona and Virtua Fighter?
2 Do you think that the 32X is capable of handling games such as Daytona to a high standard? When will we be likely to see such games?
3 Are there any Star Trek games planned for the Megadrive 32X? What happened to a Final Unity?
4 Is it true that Sega aren't releasing any more Saturn games?
5 Can anyone beat my ring record on Sonic and Knuckles? I collected 604 rings on act one of the Flying Battery Zone.
MARC HAGGAR, FLEETWOOD, LANCS

SM: The 32X wasn't developed to compete with the Saturn. It was intended as a

cheaper next generation machine that everyone could afford. Obviously though, the difference in price between the 32X and the Saturn will be reflected in the quality of the games, and in time, the price of the games too. 2 No. 3 No! There's thousands of games scheduled for release over the next couple of years!

BE NICE TO ME!

DEAR SEGA MAGAZINE,
There's just a few questions here. Could you be very nice and answer them for me?
1 Should I buy Metal Head, Mortal Kombat II or Virtua Fighter?
2 I cannot get any of your Doom cheats to work. What am I doing wrong? Do you have to move the selector up after pausing? Please help!
3 Please could you reprint the death moves for Eternal Champions, as they did not seem to make it into your tips bible.
4 Is it worth buying a Mega-CD?
5 Please, please, please could you print me an A2 or A3 poster of the very nice death picture on page 32 of issue 17. I would be more than happy to pay any expenses (P&P, paper, printing, etc). Pleeaaaaase!
CAT, CAMBERLEY

SM: Virtua Fighter (if you already have a Saturn that is). 2 They definitely work, you must be doing something wrong. 3 We don't have all the death moves here, but if you call Sega's consumer services department, they'll probably be able to help you out. The number is (0171) 3733000. 4 No. 5 Printing a poster costs around £6,000. Still interested?

YOU DIDN'T WARN US!

DEAR SEGA MAG,
Your mag is great and all the other stuff, now could you please answer my questions.

1 After using your NBA Jam cheats in issue 17 I found that it had wiped all my saved games, and as I was grand champion, I was a bit upset. You didn't warn us that this would happen. What went wrong?
2 Is there a help line for Shining Force 2 on the Megadrive?
3 I completed Road Rash 2 for the Megadrive and I went to race the cops. Shortly after, the software jammed. Is there anything I can do about this?
ADAM WOOD, BUCKS

SM: Oops. Sorry 'bout that. Our tipsmeister Ed didn't know that this would happen, but he has been suitably chastised. 2 You could try phoning Sega's consumer services department on (0171) 3733000. 3 There's been loads of problems with this game, so your best bet is to telephone the developers Electronic Arts on (01753) 549442.

SM: Well, that's me all questioned out for another month. I'm off for a lie down now. A long one. But don't forget to tune in next month for the sizzling Q&A summer special.

LETTERS

Ah, summer is in full swing again and far away, in the Green Hill Zone, the woodland creatures are enjoying the glorious sunshine. Ray the Squirrel is frolicking among the branches of the big oaks and Mighty the Armadillo is cooling off under the shade of a big rock. Look, there's young Tails the Fox scampering around in the bluebell glades chasing his tails. And over there is Halitosis the Pig, snuffling for truffles near a pile of rancid hedgehog droppings. Yep, it sure looks like the little animals are having fun. All except Rankles the Otter. All he can think about are those pasty-faced characters sitting indoors, fretting over their Megadrive 32Xs and arguing about whether Virtua Fighter 2 is better than Killer Instinct. And it makes him sad, so this month he's decided to help out. If you need the sage advice of Uncle Rankles, you can reach him at his hollowed out tree-trunk home via this address. **UNCLE RANKLES' SUNSHINE MAILBAG, SEGA MAGAZINE, PRIORITY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.** All letters will probably be eaten or urinated on, since Rankles can't actually read.



▲ **Mr Nutz 2.**
Extra special!

next person, but really! No, I'm sorry Paul, your tiresome efforts to become one of "the lads" in Sega Magazine will not work. Before I go, in issue #16 you said you were planning something extra special for #17, but that never came around (Er... I'm talking to SM, not Paul here). So, what happened? That's me. Keep up the good work. Peace and BE WILD! Compliments of... The Artist Formerly Known As Chris.

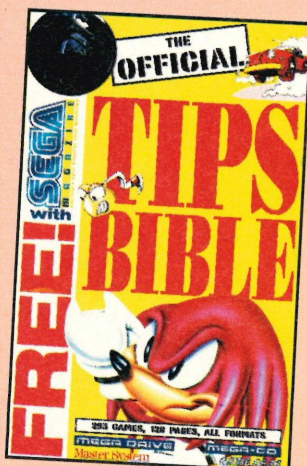
SM: What you mean, what happened? I'll tell you what happened, we gave you an in-depth look at arguably the hottest videogame of the year. Mr Nutz 2. If you don't consider that to be something extra special, well what can we say? Oh, and there was an exclusive 12-page showcase of Saturn Daytona USA too.



▲ **Daytona USA.**
Better than Mr Nutz 2?

THESE NEW-FANGLED TRANSMUTERS

Dear Sir/ Madam,
Even though I was born in 1946, I am very new to the Sega Master System which I really enjoy, and to your magazine which is excellent! However, I am finding it very hard to get a copy of your 'Tips & Cheats' booklet, even after buying many back issues. Can you please help me? I will of course purchase any booklet you could forward if you would be kind enough to invoice me. Thank you for your time and I hope to hear from you soon.
Yours sincerely,
Michael Newbold, Birmingham.



A MAN OBSESSED WITH DUMP

Dear SM,
Hello there. Recently, I was stunned to bits by Virtua Fighter 2. Brilliant. I have a friend who owns a SNES and is currently



Saturn. That said though, the Saturn and Playstation are going to cost at least £350 to £400 on official release, compared to the 32X's £150 price tag. This isn't just marketing spiel, it's a fact. How many other 32-bit+ systems can you get for under £200? The only one we can think of is Atari's Jaguar. Try taking a look at that machine's software line-up and then complaining about 32X games. Besides, even the Playstation and Saturn, which have been available in Japan for over half a year now, only have three quality titles each. The rest are less than remarkable, take it from us. It always takes time for programming teams to adapt to new hardware and create titles that fully demonstrate their potential. And it's only now that the 32X is starting to get those titles, such as the forthcoming Wing War and Virtua Fighter. And before you ask, no we don't think Virtua Fighter will be arcade perfect, but let's just wait and see how good it is.



NOW THERE'S AN IDEA!

Dear SEGA MAGAZINE,
I love your magazine, it is superb. I will never buy any other magazine. I have had an idea for Sega. They could make a package with a mouse and pad and a package where you design your own game (maybe like an art package), save different levels, put them together and edit it/ finish it off. PLEASE print this because I have always wanted to make my own game.
Your thankfully,
Scott Foster, N Ireland.

SM: That's a pretty good idea Scotty, but sadly it's one that's unlikely to ever see the light of day. I mean, if Sega really brought out a game designer package, everyone would realise how easy it is to knock out tons of crappy platformers. Especially ones based on cartoon characters.

NOW THERE'S ANOTHER ONE!

Dear SM,
Your Saturn showcases of Virtua Fighter, Panzer Dragoon and Daytona USA were all brilliant. All the screenshots look amazing, but I think you'll agree that static shots probably don't do these games justice. Wouldn't it be a good idea to have a ten to fifteen minute video of these Saturn games in motion given away with the mag to show us what we can really look forward to? You could bump up the price of the mag by £1 to £1.50. I remember Mean Machines did this two and a half years ago and it made me rush out and buy SOR2 and Ecco. Whatever you think about the idea, keep up the good work.
D Kennedy, Ayrshire.

SM: Sounds pretty good to us.

FASCINATING STUFF

Dear Sega Mag,
When you reviewed Dynamite Headdy (issue 10) on the challenge bit, you said it would take ages to complete. B*lls?ks! I completed it (with at least two thirds of the bonuses) in just over a month! Anyway, enough ranting. Keep up the good work etc etc.
Your dedicated reader,
M Midgley, West Yorks.

SM: Well done.



THE MAG IS CRAP

Dear Sega Mag,
I'm writing to tell you lot up there in London, that your mag is the worst thing going on the shelves in the newsagents. I am sick of people writing letters telling you how good and how brilliant your mag is. They're all lying and they just clean your rear ends. Why don't you lot just admit it, the mag is crap. Instead of trying to get free hard and software, why don't you just get a life all of you? Another thing. You should just give up this job. None of you can write a decent review on a game. So, what I advise you lot to do (especially Rad) is to get a job in an old people's home, bathing them. PS. Rad needs a hair cut and is very sad. Very sad. Amoss, Ireland.
PS. Please could you print some cheats for Sonic and Knuckles.

▲ The Sega Mag team on their way to an old peoples' home.

SM: I'm afraid we won't be able to print any Sonic and Knuckles cheats. We're all off to work in an old people's home, you see. Bye.

I'VE GOT THINGS SORTED.

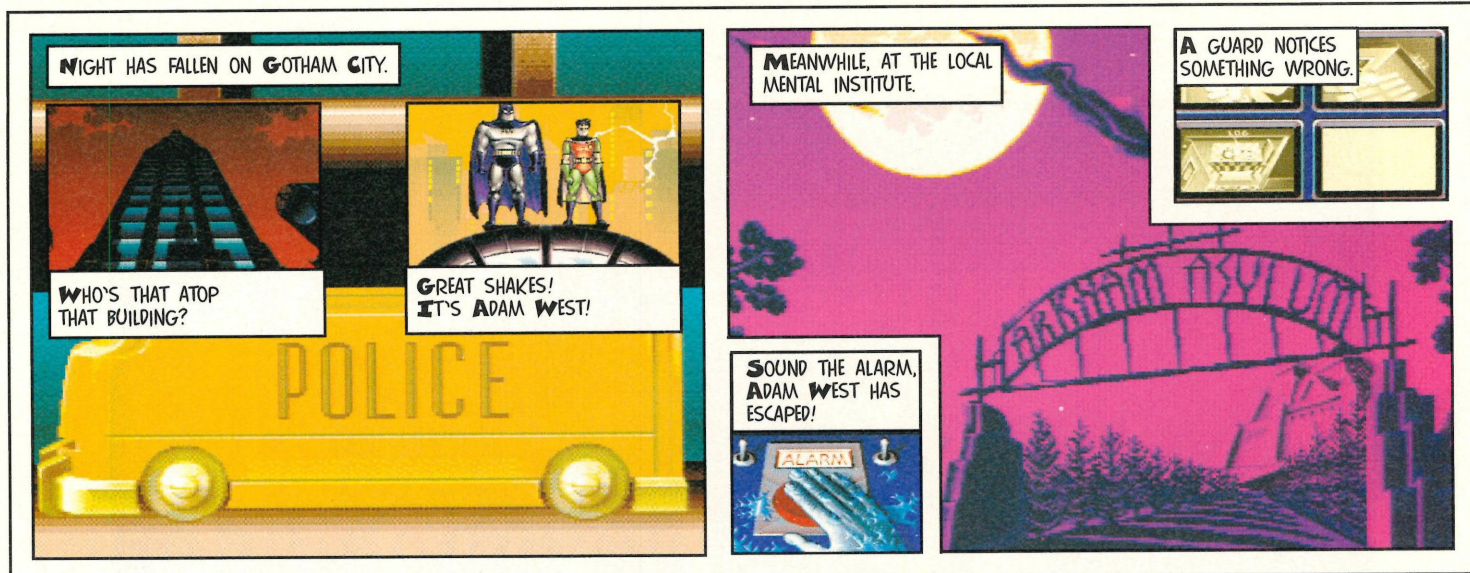


EVERY MORNING AND EVERY EVENING I CLEAN MY FACE WITH **OXY DAILY FACE WASH**. IT CLEARS MY PORES OF ALL THE GREASE AND MUCK THAT CAUSES SPOTS. AND BECAUSE IT'S MEDICATED IT **HELPS TO KILL THE BACTERIA** THAT CAUSE THEM. LET'S FACE IT, I DON'T WANT SPOTS MESSING UP MY LIFE.

SPOTS? OXYCUTE 'EM WITH OXY 10!

OXY 10 TREATMENT FOR SPOTS CONTAINS BENZOYL PEROXIDE. ALWAYS READ THE LABEL. OXY AND OXYCUTE 'EM! ARE TRADE MARKS.





BRUCE WAYNE'S WORLD

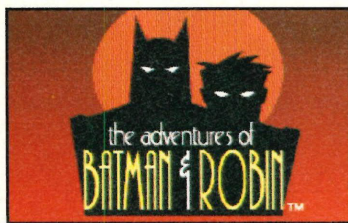
S H O W C A S E

It's night and the city streets, bathed in white moonlight, are silent and empty.

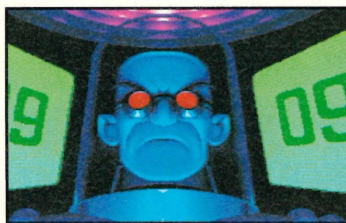
Suddenly a figure can be seen leaping



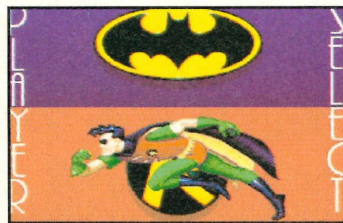
from rooftop to rooftop. A figure dressed in a strange pointy-eared cowl and cape. Yes, it's **TOM GUISE** looking for that damned elusive Batman game we've been waiting to showcase for months. God knows why he's dressed like that.



▲ The Batman showcase has been laid out.



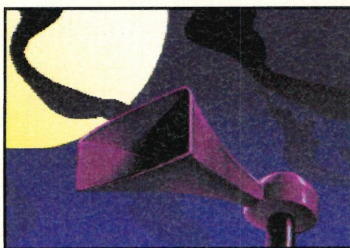
▲ Tom Cox is most pleased with the result.



▲ And here comes Tom G to check it all.

Well, it's the Year of the Bat again. But don't go thinking all the hype has anything to do with the multi-million dollar blockbuster movie coming out this summer. Grief no. As any bat-fan worth their crispy fried bat-wings knows, it's all to do with **THIS!** The latest Megadrive Batman game, this time based around the smash-hit TV show.

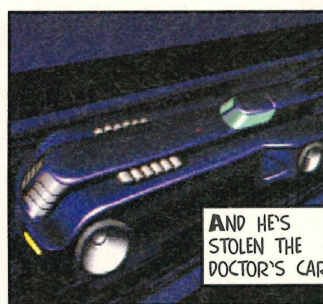
Yep, it's packed with all your favourite bat-bits. The Batman sprite is suitably paunchy with his nipples clearly visible through the thin grey leotard, the Joker sprite has a badly hidden moustache and the Robin sprite is off at summer school. As you'd expect, the plot involves a rich fat woman being kidnapped by the Joker for her diamond necklace and Batman has to rescue her, armed only with his martial arts training from the William Shatner School of Unarmed Combat. There's the customary



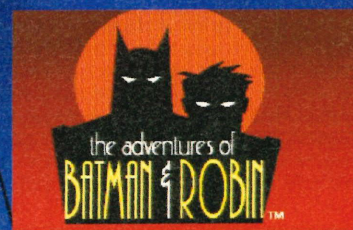
FIND HIM! THE OLD FOOL
CAN'T HAVE GOT FAR!



TOO LATE! HE'S
BELLY-BOUNCED A
HOLE THROUGH
THE WALL!



AND HE'S
STOLEN THE
DOCTOR'S CAR.



3D level, this time based around the bat-poles. Here you have to guide Batman down the pole, slipping him into his various bat-garments before he reaches the bottom. And there's even a cheat mode in which Bruce Wayne is kidnapped, so his faithful butler Alfred has to don the bat-outfit and rescue him. Unfortunately, this bit isn't very good, because the rickety Alfred sprite suffers from terrible slowdown and actually dies of old-age at the end of the second level. Holy Golden Oldie!

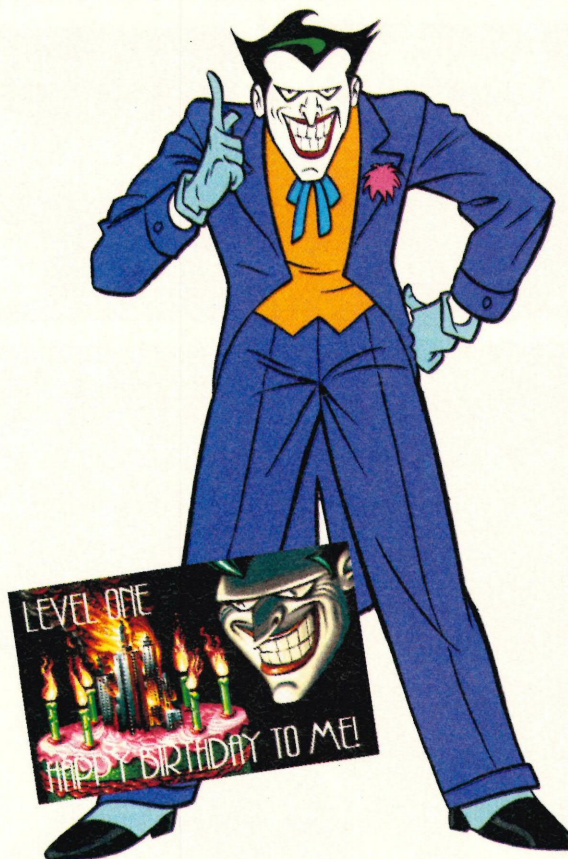
WHAT A LOAD OF BAT-DROPPINGS!

Okay, okay, the game isn't really based around the 60's TV series. But let's be honest, whenever there's any mention of Batman, people naturally think of the old show. Even when you read articles on the big-budget movies, such as this year's *Batman Forever*, there still tend to be various references to the shark-repellant bat-spray and 'holy' exclamations. Curious that most people's recollections of arguably the World's most famous comic book character, are of an over-weight comedian in a wrestling outfit, rather than of the dark avenger that actually appears in the comics. But then let's face it, most people don't actually read the comics, so until recently they gained their image of the Caped Crusader from the inaccurate representations on the 60's show and the big-screen movies. I say 'until recently', because that was before the *Batman* animated series hit our screens. A show that not only captures the dark brooding atmosphere of the comics, but also uses plots that are true to the *Batman* mythos. What's more, it's this animated series that the new Megadrive game is based around. Holy Batmungoids!

MILLIONAIRE PLAYBOY LOOKS!

What makes the animated series so brilliant, apart from the excellent plots, is the superb visuals. The comic book *Batman* has seen so many different artist interpretations that the animated series' illustrators, rather than copying any single one, created a whole new look for the Caped Crusader. Super-stylish and brilliantly animated, the cartoon series has a certain 1920's gangster movie feel to it, and it's this trademark visual-style that elevates *The Adventures of Batman and Robin* above the many previous Megadrive *Batman* outings.

The programmers of the game, Clockwork Tortoise, have captured the look of the series perfectly. From the grim, one-colour city streets to the more garishly-coloured super-villain hideouts, each level could almost be a scene from the cartoons. On top of this, the sprites – especially the famous ones – look and move brilliantly. Forget that stiff, pile-ridden old fogie that masqueraded as the Dark Knight in the *Batman Returns* game. This *Batman* runs, leaps and flips around just like he does in the animated series. Holy Movetastic!



LEVEL 1: THE JOKER HAPPY BIRTHDAY TO ME!

Dear Adam West,
I've just heard you've escaped from the old people's home. Nice going, mate! Listen, I know I'm dead and everything, but it's my 105th birthday and I was wondering if you want to come to my party. Here, I'll give you some directions. Just fight your way through a very long street, then fight your way through the Gotham museum. By now your hip-replacement will probably have given way, so it's fortunate that you can catch a lift on a convoy of lorries throughout the next level. I'll be waiting for you in a hot air balloon, at the end. Oh, and don't bring Jack Nicholson. See ya there. Caesar Romero.



▲ Get off that bonnet, old-timer. You'll do yourself a mischief!



▲ Eat bat-toe, fiends!

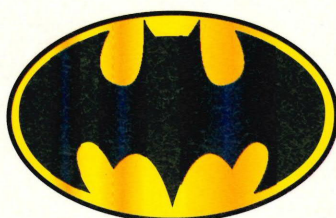


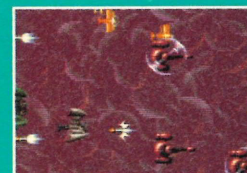
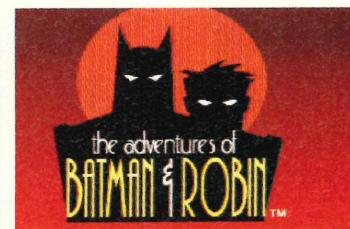
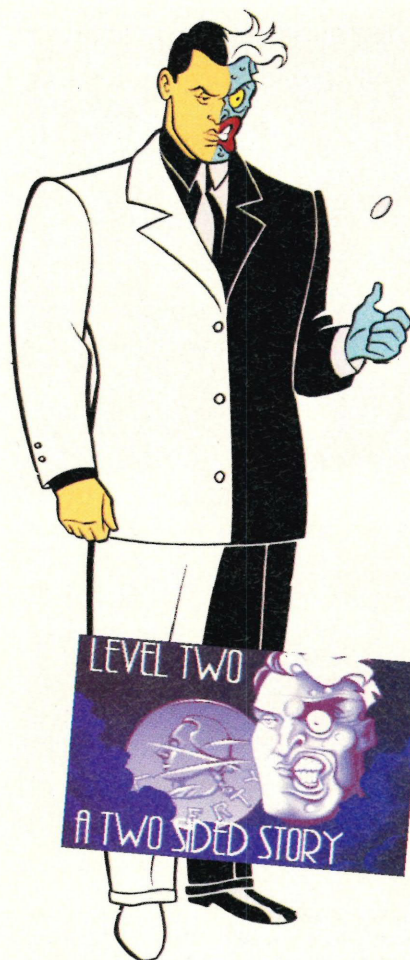
▲ Hey, isn't that Adam West?



▲ Aargh! My bat-toe!

▼ Great balls of fire!





▲ Rockets, up here? It can be the work of only one person. Two-Face! Or maybe, the Joker.

LEVEL 2: TWO-FACE A TWO-SIDED STORY

Calling the Dynamic Duo. This is Two-Face here, the deadly criminal who does everything in twos. That's why I like challenging you boys. There's two of you, see? Anyhow, have I got a two-fisted challenge for you two. A challenge set across four terrifying levels. Erm, that's 2x2 levels. First you have to fight your way up a half-constructed building. I'll be waiting at the top, where I'll blow the building up. Then you've got to fight your way down it again. It's a two-directional level. Clever, eh? Next you have to face three levels of airborne mayhem. Erm, that's two plus two-half levels. I'll be waiting at the end in my helicopter. Or maybe I won't. I have a split personality you see. Where's my twix?

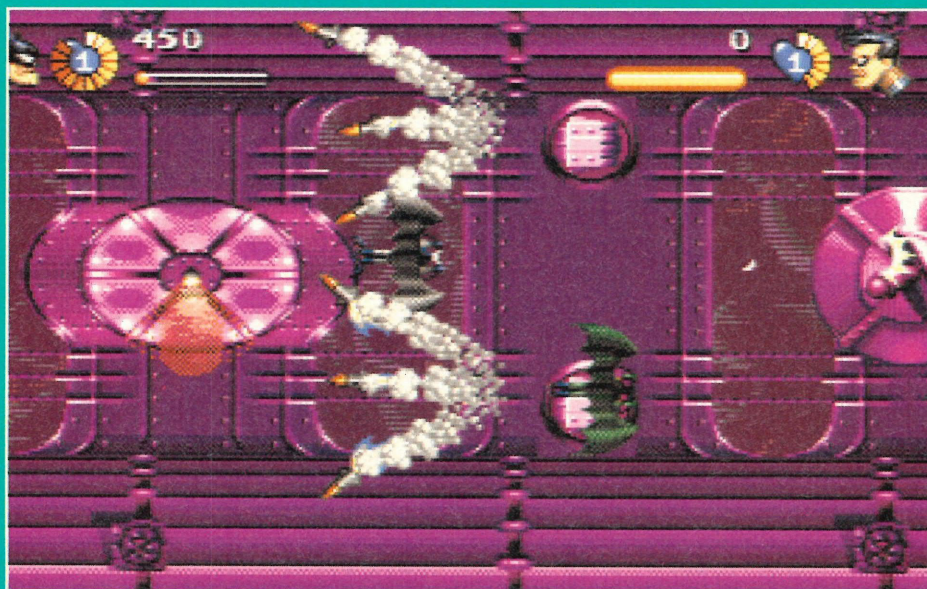


▲ Look up there, old chum. Fairies.



▲ Ha, I fear no big airships!

▼ *&@! Hey watch the cape!



WHAT TRICKERY IS THIS?

Adding to the graphical brilliance of *The Adventures of Batman and Robin* is the vast array of visual special effects in the game. This game has rotational trickery that puts to shame even the brilliant camera-standing-on-its-side, wall-walking escapades of the 60's TV series. Almost every level features some mightily impressive scaling or rotation such as 3D-scrolling backdrops or huge twisting bosses. Bizarrely though, the 3D in-to-screen levels we've come to expect from almost every game nowadays, aren't here at all. Holy Horizontal-Only!

TOUGH AS OLD BATS!

The Adventures of Batman and Robin might look like an episode of the animated series, but it certainly doesn't play like one. A good thing too, because if it did most of the game would taken up with Batman sitting in front of his big bat-computer analysing hair samples, meeting Commissioner Gordon on the roof of the police station and occasionally having horrible flashbacks to the murder of his parents. Nope, instead the programmers have opted to make the game into a hardcore shoot 'em up. None of that namby-pamby detective work here, just good honest blasting fun! Still, it's obviously no skin off Batman's snout, racing as he does, through all 16 horizontal levels, blasting everyone he meets with batarangs and other bat-projectiles. Split into the four different Batman adventures, each level is packed with henchmen which our hero or heroes (dynamic duo action is available with a second player) have to destroy. Reach the fourth level of each adventure and you have to face one of the Caped Crusader's guest villains. Holy Simplicity! Simple it may be, but easy it certainly isn't. *The Adventures of Batman and Robin* is one of the toughest shoot 'em ups you'll ever come across. In fact, it's sooo hard that even if you'd trained since childhood in the art of crimefighting, you'd still have trouble beating it. And that's a bat-fact, bat-fact fans.



▲ Batman? Batman, where are you? I'm scared.



▲ Could Batman please come to the information desk and pick up Robin.

▲ Please m'am, I've lost Batman.

LEVEL 3: MAD HATTER TEA TIME.

Dear Mr Batman. Thank you sending off for our summer headwear catalogue. We have a wide selection of excellent pointy-eared cowls just in this week, as a matter of fact, including the latest in beach-wear cowls. If you're interested in looking all the rage at the Justice League Ball this summer, then pop down to our showroom NOW! Just battle your way through the backstage area of a theatre, fight through an over-sized garden and then race across a giant table top. And don't forget, this month and this month only, we've got special deals on kid-size masks for your trusty side-kick. Yours Sincerely, Mad Hatter. Manager of World of Hats.



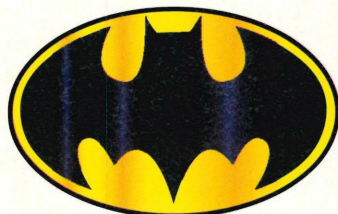
CAN I HAVE A POINTY-EARED COWL, BRUCE? PLEASE.

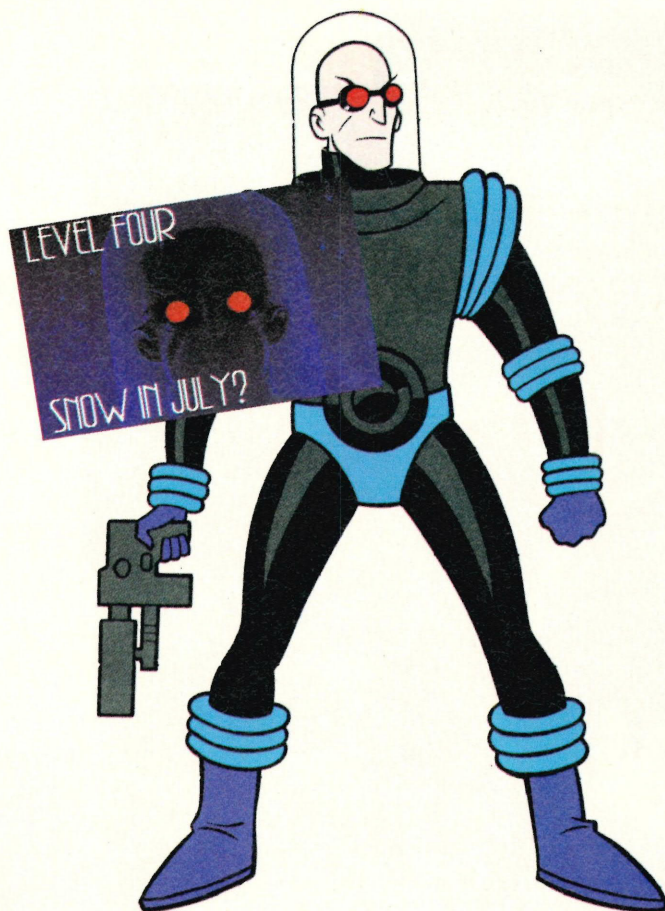


YOU'LL LIKE WHAT YOU'RE GIVEN, MY BOY. AND YOU'RE WEARING SHORTS TO SCHOOL THIS SUMMER.

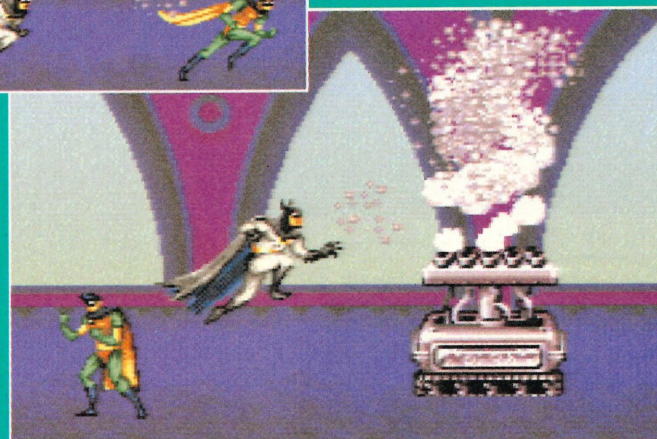


▼ Papa's coming Robin. Just you hang on!





▲ Now, you just stick near me, son. I don't want you wondering off like you did in the World of Hats.

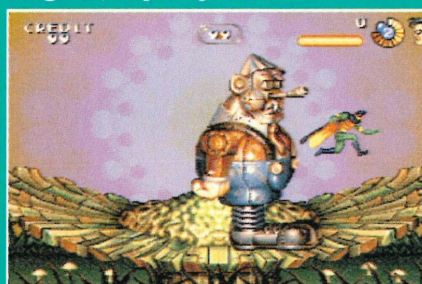


LEVEL 4: MR FREEZE SNOW... IN JULY?

Yo Dynamic Duo! Mr Freeze in the house. Coolest-gone daddio of them all and purveyor of fine fruit-flavoured ice-pops. Ha ha! Have I got a chilly proposition for Gotham City. Unless you stop me, I'm gonna to release ice-pops made with wee into every newsagents in town. Dare you face me or have you got cold-feet? Chill ma homies. Ice-F.



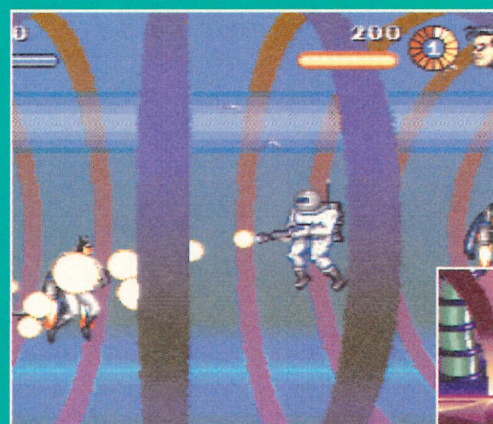
▲ Ag no, my hayfever.



▲ An amazing robot skinhead.



▲ What a stunt.



▲ Quick, my nylon body-suit's on fire. Put it out!



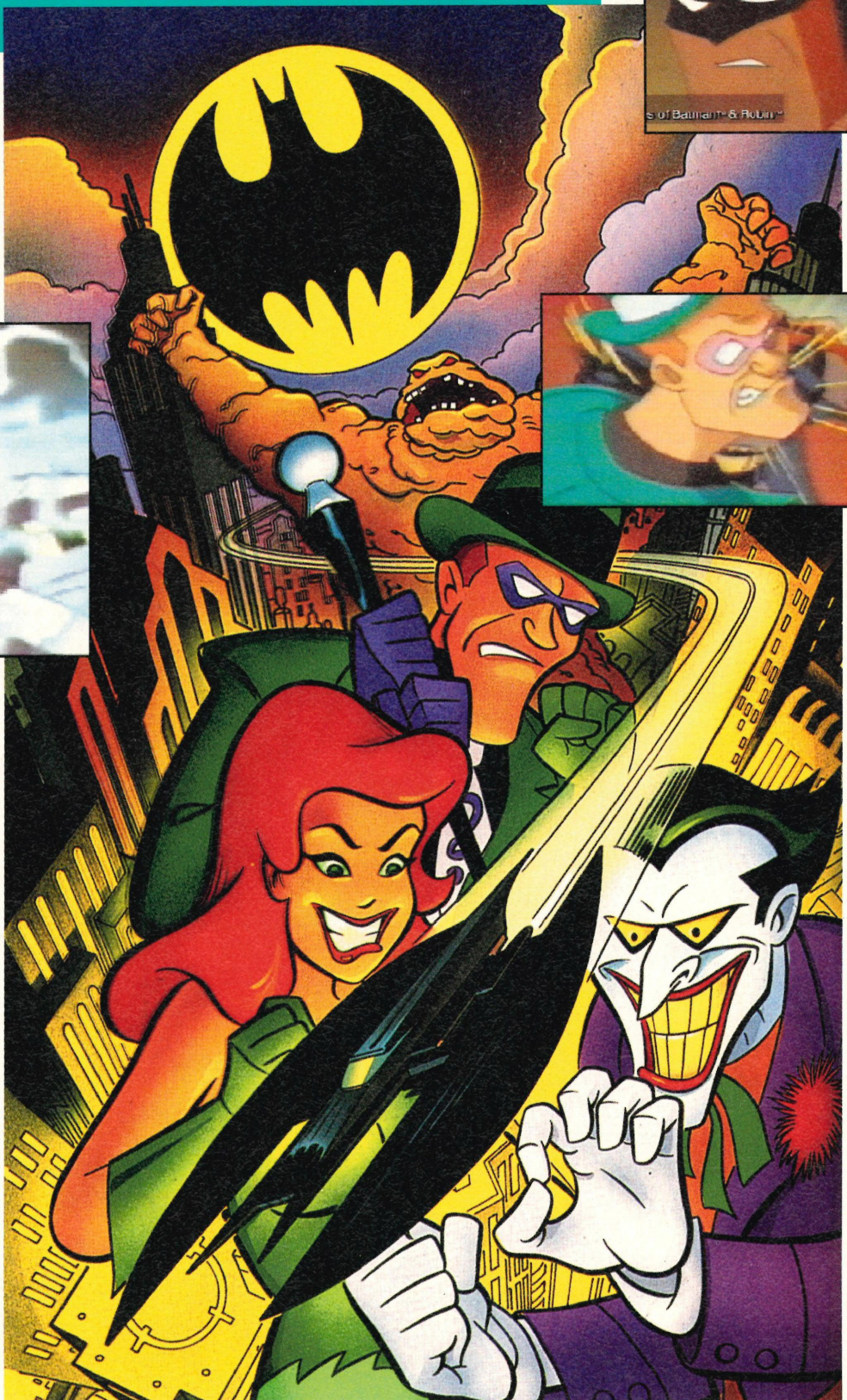
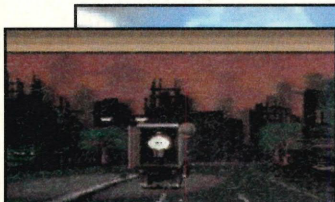
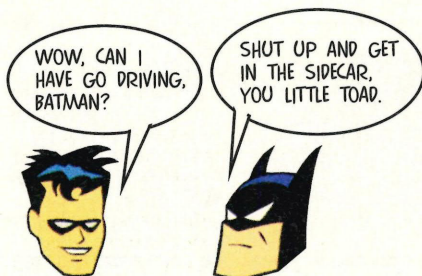
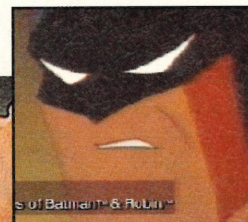
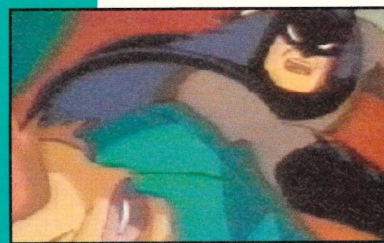
▲ Hey, it's Alfred from the old TV series.



MEANWHILE... ATOP THE UMBRELLA FACTORY!

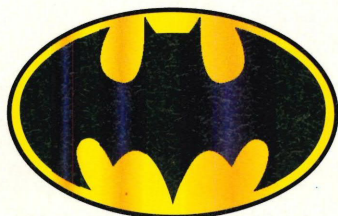
If you've read our news section this month you'll know that just like *Batman Returns*, *The Adventures of Batman and Robin* is going to get its own Mega-CD conversion. And, just like *Batman Returns*, this Mega-CD version is going to include some 3D driving sections, making use of the machine's already proven scaling hardware. As before, it looks like the extra sections are going to lead into each level, with such vehicles as the Batmobile, Batglider and a sort of Bat-dodgem car making an appearance. The extra Mega-CD sections of

Batman Returns turned out to be a brilliant game in their own right and, in fact, turned it into one of the best Mega-CD games to date. So we've got high hopes for this conversion. What's more, being based around the animated series, it also has a full-cartoon intro taken from the TV show. And from what we've seen it looks like it's going to include *The Riddler*, *Poison Ivy* and *Clayface* in it. More news when we get it.



➡ CAN THIS BE? IT'S BATMAN NO GOOD AT GAMES? ARE THE DYNAMIC DUO GOING TO MEET AN UNTIMELY DEMISE ON LEVEL ONE? AND WILL BRUCE WAYNE MAKE IT TO THE ANNUAL PHILANTHROPISTS' BALL IN TIME FOR CREAM TEAS? NONE OF THESE ANSWERS CAN BE FOUND IN THE REVIEW ON PAGE 74.

SEGA



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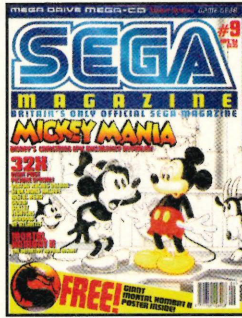
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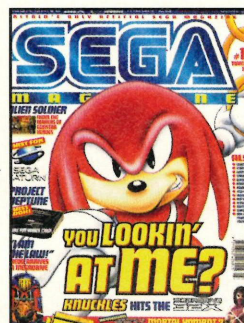
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VIRTUA FIGHTER

If you've had a look at our news section this month, you'll know that an early version of Virtua Fighter 32X was unveiled at the Los Angeles E3 show. Of course, such a big story deserves more indepth coverage than a few blurry photographs can provide. So SEGA MAGAZINE journeyed to Sega Europe HQ to take a closer look at what is easily the hottest Megadrive 32X title so far.

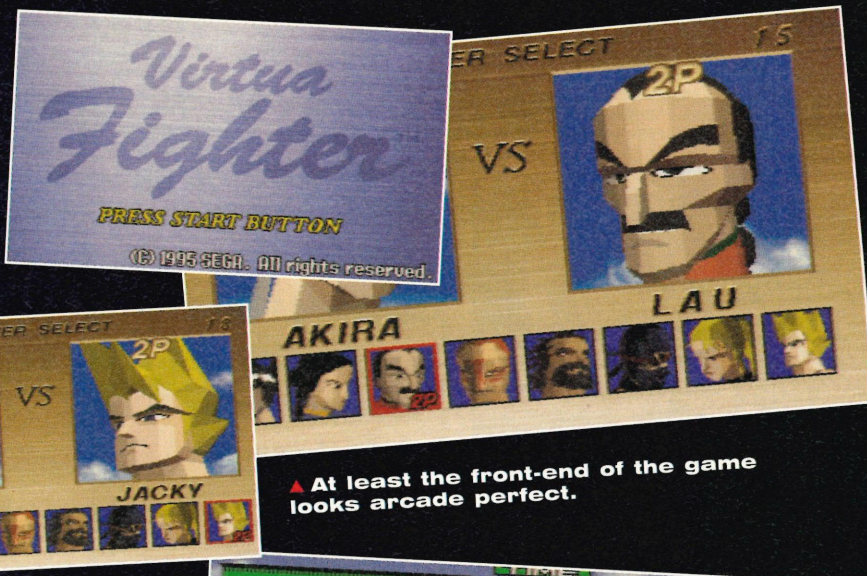
32X

SHOWCASE

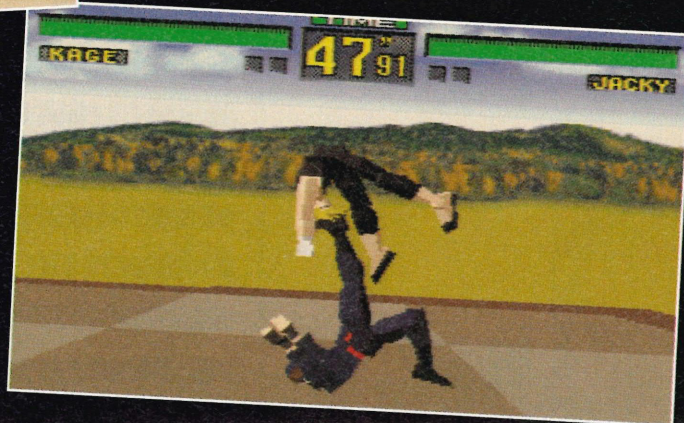
For a start, it has to be said that the 32X version does lose out in terms of detail - a necessary evil if the gameplay is to be kept intact and running at a fairly swift frame rate. At the moment the animation is silky smooth and speedy in terms of update, although the action itself is a tad slower than in the Saturn and arcade games (something which the programmers are aiming to sort out as we speak). On the plus side though, it looks as if development is progressing at a speedy rate, courtesy of Japanese programmers reporting directly to AM2. An early demo at E3 showed the characters somersaulting around the ring towards the camera, demonstrating that no matter how large the fighters were, the speed remained unaffected.

The pre-production version of the game is significantly more complete. It's impossible to actually hit your opponent as of yet - the hit recognition tables haven't been incorporated at the moment - but every move from the arcade machine is definitely in the conversion. We've tried just about every technique with each of the characters and they're all in there. The spectacular throws are working, which did help to give you some idea of how close the gameplay will be.

It's too early to judge the Megadrive 32X version of Virtua Fighter at the moment because it is so early, but it's certainly looking quite decent at the moment. The really important game aspects such as the frame update, the animation (which is as good as the Saturn version), the moves and the characters are all in there and looking great, which should make Virtua Fighter an essential game when it's released in September. We'll have more exclusive stuff in the next few issues, leading up to the first review.



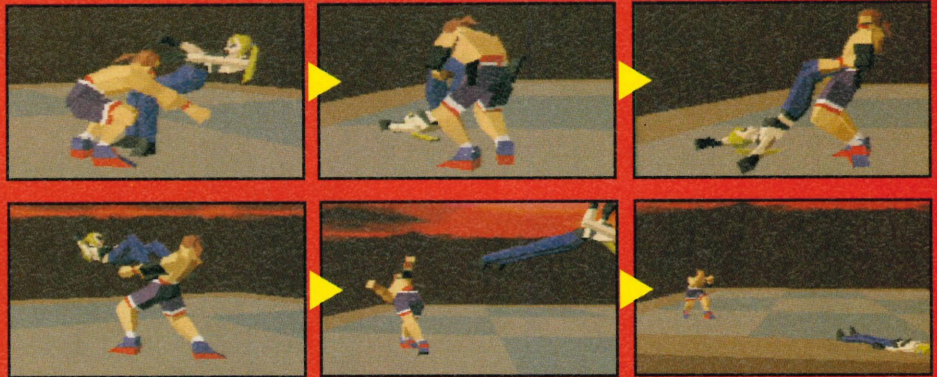
▲ At least the front-end of the game looks arcade perfect.



SEGA

THROW UP!

Although only the throws currently work in the early version of Virtua Fighter 32X, they do give a good indication of how well the game will eventually play and also, how amazingly smooth the animation is. Wolf's spectacular spinning throw was not only easy to perform, thanks to the responsive controls, but also spectacular to watch.



▲ The characters have lost some detail.



▲ The animation though, is simply fantastic!



EVERYBODY'S VIRTUA FIGHTER



Virtua Fighter... what a game. Despite the fact that it's been available on Saturn since its Japanese launch, we still can't get enough of the game. It might lack the technical finesse of some of the Playstation products, but in terms of gameplay it remains the greatest 32-bit fighting title around. However, AM2 weren't totally satisfied with their conversion, hence the appearance of a new *remixed* version of the Saturn classic. Richard Leadbetter reports...

Virtua Fighter Remix is something of an oddity. It's neither Virtua Fighter or its sequel, but a sort of hybrid of both games. But let's just get something straight right away. The actual gameplay is exactly the same as Virtua Fighter on the Saturn. In this regard, absolutely nothing has changed whatsoever - it's as good a game as ever it was. However, what AM2's Virtua Fighter remix team have done is substantially upgrade the graphics in the game and removed the annoying bugs from the first game. No more do you have to make do with the characters angular heads and lack of fingers - what AM2 have tried to do is to bring the brilliantly textured characters of Virtua Fighter 2 into the first game, and they've succeeded quite admirably. Some detail is missing, of course, and there aren't as many colours as there are in the Model Two arcade machine - but otherwise, they're nigh on identical, which is a great boost for the Saturn. Forget Toh Shin Den or Tekken - the characters in these games just don't look half as impressive as the likes of Jacky or Sarah strutting their stuff in Virtua Fighter Remix.

THE GRAPHICS

We could go on forever about how great Virtua Fighter Remix looks, but that won't help anyone - hence the inclusion of tons of screenshots on this fine showcase. Every character (and their backdrop) has been upgraded, and we've played the game right through to the bitter end, so check this out.

JACKY

The American Indy Car racer no longer has his distinctive angular hair cut, opting instead for some more impressive-looking texture-mapped follicles. Nice red costume eh?



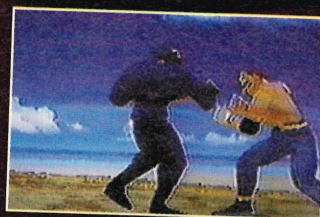
SARAH

What we always thought was Sarah's skin-tight superhero type costume is actually revealed to be a very close fitting leather costume. The wonders of texture mapping eh? The detail is excellent - on the close-ups you can even see her make-up!



KAGE

Hats off to the remix team here - Kage looks almost identical to his Virtua Fighter II appearance. His mask still falls off, and it's here that you can really appreciate the texturing as you can make out the scar on Kage's left cheek.



PAI

It's something of a texture-mapped frenzy with Pai, whose costume is now far more intricate than it ever was before. And her hat still falls off as well. So that's all right then.



JEFFRY

Jeffry looks just a bit strange actually. He retains the textured costume of Virtua Fighter 2, but isn't half as bulky as he is in the sequel, looking as lean as ever he did in the original game.





(AGAIN)

VIRTUA FIGHTER

WOLF

Just like Jeffry, Wolf appears wearing his Virtua Fighter 2 costume, but isn't really as bulky in terms of physical appearance as he is in the first game. His trunks now have his name sewn on them in case we forget who he is.



HOW DO THEY DO THAT?

To be brutally honest, the Sega Saturn isn't really built for all this 3D malarkey. With its dual processors, it's excellent at maths and the video chips are brilliant at displaying sprites, however in terms of polygon processing it's a tad lacking. What AM2 have done is remarkably clever - instead of displaying polygons, it displays sprites that look like polygons. This means that the Saturn is more than capable of handling the job of displaying

3D games like Virtua Fighter. The dual RISC CPUs work out what the sprite should look like, whilst the videochip puts the image up on-screen. Texture-mapping is no problem at all using this technique. The CPUs work out what the sprite should look like once its been distorted into 3D and the video chip displays it on-screen almost simultaneously. Because displaying a texture map is now so easy for the Saturn, it's possible for AM2 to include more detail in the sequel, including fingers on the characters' hands. This technique has been honed to perfection in the forthcoming Virtua Cop and Virtua Fighter II Saturn conversions (see the news pages), but all the initial tests and research were carried out in the Virtua Fighter Remix game. So even if you don't like it, you know it's all been for a good cause.

LAU

The intricate designs on Lau's VF2 costume have been cunningly texture-mapped onto his original threads, but otherwise it would be fair to say that nothing much has changed with Lau - he's still as nasty as ever. Hahahahaha, as Lau would say.



AKIRA

The inclusion of texture-mapping makes Akira look significantly more impressive than he did in the first game, but the remix coders have opted to retain his VF1 costume. Fascinating stuff eh?



THE TITAN CONNECTION

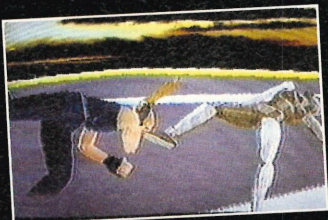
The Saturn technology is so powerful that Sega have based a whole new range of coin-ops around it. The Titan or ST-V system as it's known, retains just about all the components of the basic Saturn, but incorporates more memory and a better sound system (both of which are used to make up for the lack of a CD drive in the ST-V hardware). And the first game to use the Titan system is... Virtua Fighter Remix - now playing at a Sega Centre near you. Oddly enough, the game also cropped up at the recent E3 show running on a Saturn CD. No firm release details are forthcoming at the moment, but it's thought that the game will be some kind of stop-gap measure for the Japanese market who are eagerly awaiting Virtua Fighter 2 on the Saturn. A limited US release has also been mooted, but there are no firm details on any European release. By the time the Saturn is out in the UK, Virtua Fighter 2 should be ready, so to be honest it's quite unlikely that were going to see the game in the UK other than in the arcades.

BUT WHEN DO WE GET TO SEE VIRTUA FIGHTER 2?

Not for a while yet, I'm afraid. As readers of last month's issue will know, the game exists on Saturn in a basic demo mode and we've got tons more pictures of that in our news section. Suffice to say that the characters look even more impressive than they do here and they move far more smoothly, clocking in at an incredible sixty frames a second (the same as the coin-op, fact fans). What Virtua Fighter Remix proves is that contrary to what Saturn bashers have been saying, the machine is capable of some stunning looking visuals and it should have plenty of power to carry out a near perfect conversion of Virtua Fighter (which should be out in Japan in September/October time with a European release following soon after).

DURAL

Dural is the only character who doesn't really benefit from the texture-mapping treatment as it now looks like more a showroom dummy than anything else. Still, you do get the huge ring to fight in which wasn't as big in the original conversion as it was in the arcade game.



SEGA

SEGA

VIRTUA FIGHTER 32X: THE EARLY YEARS

News of Virtua Fighter's development came about just after the CES show in January, with the first demo of the game arriving at Sega of America's offices a couple of months ago. At that time in development, the programmers had developed the 3D routines necessary in bringing 32X Virtua Fighter to life, but hadn't programmed in all of the moves. As such, the demo simply involved the characters in the game performing a set number of techniques - somersaults and suchlike. Minor details on the design of the characters themselves were also altered in the later versions of the game.

What the demo does show is that the game runs just as smoothly no matter how much of the screen the fighters take up - essential for including those brilliant replays.

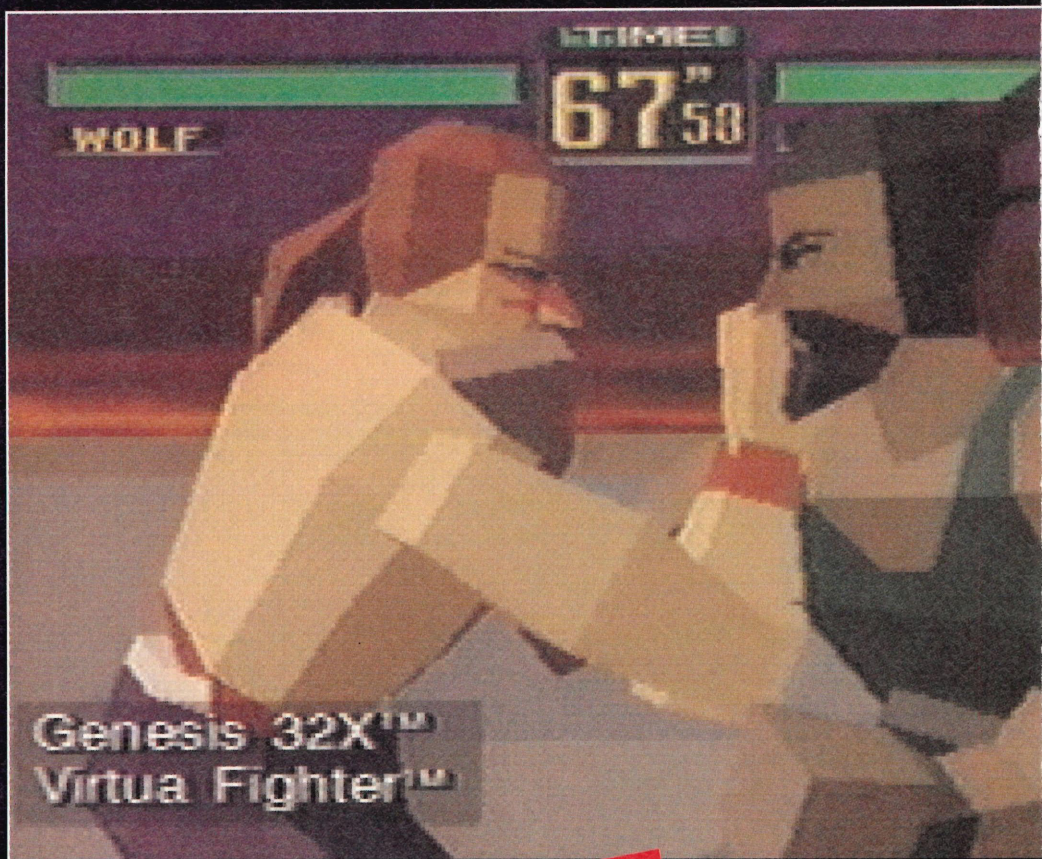
THE BOTTOM LINE: WHAT CAN WE EXPECT?

We've got high hopes for Virtua Fighter 32X here at SEGA MAGAZINE - from the extended playtest session we've had, it's abundantly obvious that Sega have managed to include all of the moves and every single frame of animation from the coin-op. Still screens never did much justice to the Sega Saturn version, but they're even less effective with this version due to the lowering of the polygon count. You'll just have to take our word for it that the movement of the game is near arcade-perfect (because it is).

There are also rumblings that Sega are adding features to the 32X version which won't appear on the Saturn game. Nothing has been confirmed as of yet, but the VF 32X design document clearly states that the programmers intend to include extra bits, such as a full tournament mode, three selectable camera angles (which is a great idea) and a choice of colours for each fighter.

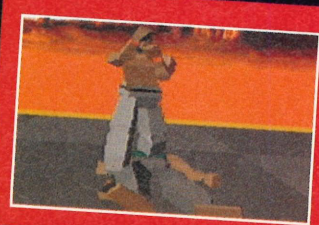
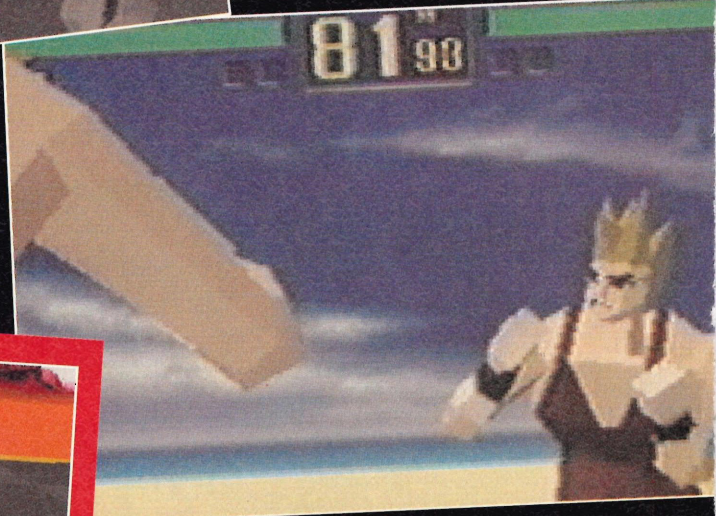
None of these features are in the code yet, but we'll keep you posted.

SEGA

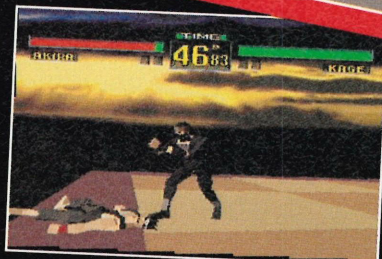
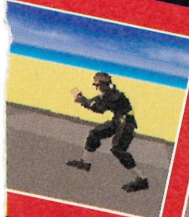
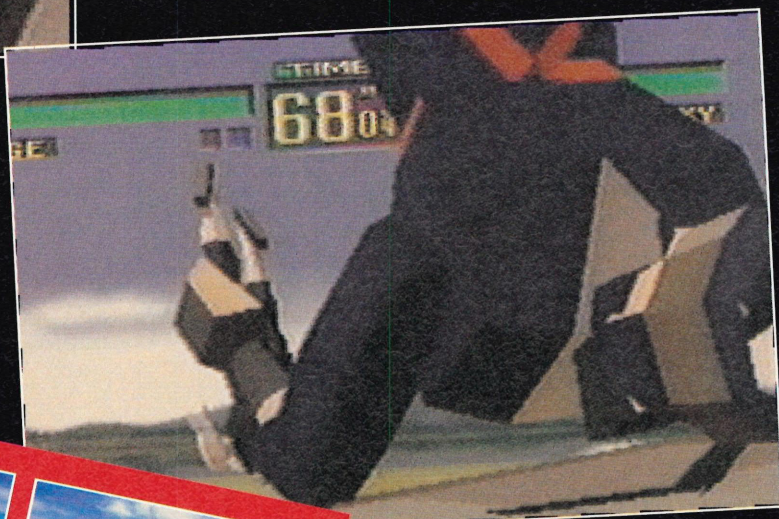
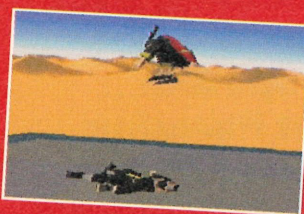
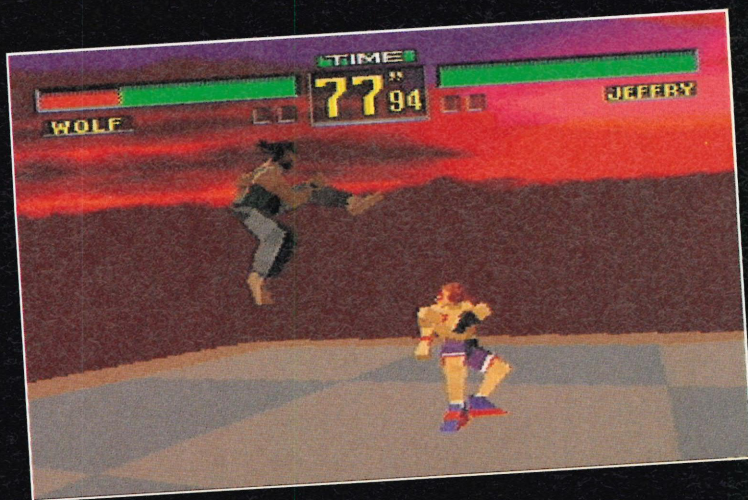


▲ Dad, I was just playing with Akira.

▲ You're coming home with me, my girl.



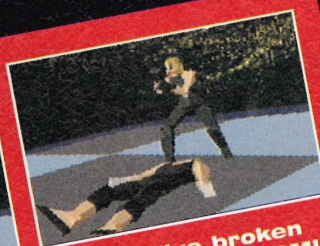
VIRTUA FIGHTER 32X



▲ Give me back my Little Pony now, Jacky.



▲ No way, girls smell of wee, urk... CRACK!



▲ Mom, I've broken Jacky's neck. MOM!

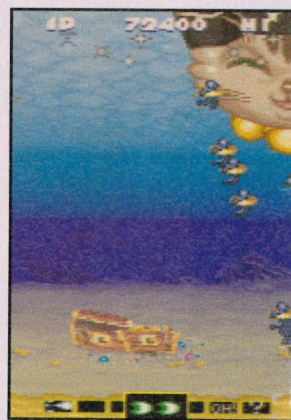
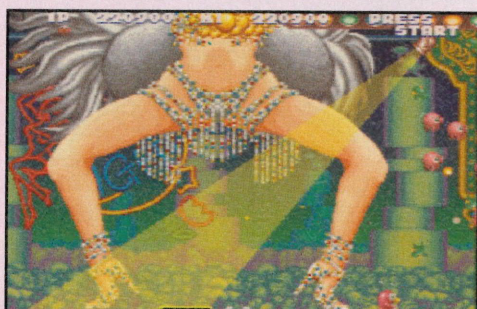
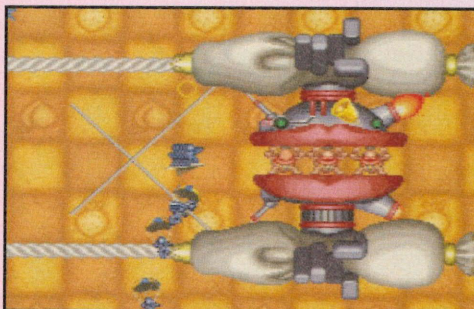


WHAT A

Sega Saturn. It's the next generation in console technology, you know. This is the machine that's going to take us into realms of gaming never before thought possible. Fantastic racing games like *Daytona USA*, mind-blowing beat 'em ups such as *Virtua Fighter* and awesome shoot 'em ups like... *Parodius*? That's right *Parodius*, the popular 16-bit blaster has arrived on the Saturn. And what's more, it's great!

If you're a dedicated Sega owner who has never strayed from the blue hedgehog brand, you may not know what *Parodius* is. For Nintendo gamers though, the name *Parodius* is synonymous with the very best in horizontally-scrolling shoot 'em ups. Originally a coin-op, the game was converted to the Super Nintendo nearly two years ago, with the new-improved sequel, *Ultimate Parodius*, arriving on the Super Famicom earlier this year (it was never released over here). A spin-off of the classic *Gradius* series of shoot 'em ups, *Parodius* is intended to be a parody of the formulaic shoot 'em up genre, replacing the serious graphical look normally found in shoot 'em ups with cheery colourful backdrops populated by cutesy cartoon sprites. However, underneath this cuddly exterior is a challenging blaster that matches the toughest of hardcore shoot 'em ups. And it's this blend of cute looks and lethal blasting action that makes *Parodius* so popular. Sadly though, Sega owners have been denied the chance to play either versions of the game. Until now. You see, *Parodius Deluxe* on the Saturn combines both games on one CD.

S H O W C A S E



PARODIUS
DELUXE PACK

WHAT A FARCE!

Both versions of Parodius on the deluxe compilation are arcade-perfect. Mind you, that's not such a feat when you consider that the Super NES conversions were near enough identical to the coin-ops. There are more colours, more sprites and less slowdown (although it still rears its ugly head) in Parodius Deluxe, but there's little doubt that this is just a Saturn conversion of a 16-bit game.

However, although Parodius Deluxe isn't a technically ground-breaking game, it still looks amazing, simply because it has a brilliant graphical style that is as impressive on the Saturn now as it was in its 16-bit incarnation. Parodius is basically the weirdest game you could ever hope to see! From the crazy selection of craft you can pilot – among them, a penguin, a pig and a paper plane surfer – to the bizarrely themed levels – one of them actually requires you to blast a path through walls of solid biscuit – the whole game is like a journey through the mind of drooling lunatic.

YOU'RE TAKING THE MICK!

What really makes Parodius such a welcome title on the Saturn though, is the top-notch gameplay. The sheer number of sprites that constantly bombard the screen makes it one of the most hectic blasters around. Couple that with a massive range of satisfying power-ups and a vicious line-up of mammoth bosses and you've got all the hallmarks of a brilliant shoot 'em up. What's more, the bizarre graphics actually contribute to the gameplay, creating some of the most inventive and original game-play elements ever seen. Take the bosses. No monstrous robots or grotesque alien wombs here. A giant dancing girl, a king-size mermaid with a ship on her head, and a pair of huge piping-bags that squirt lethal cream are what you have to face in Parodius Deluxe. Try working out an enemy's attack pattern when its primary weapons are a pair of diamond-encrusted high heels.

QUIT PULLING MY LEG!

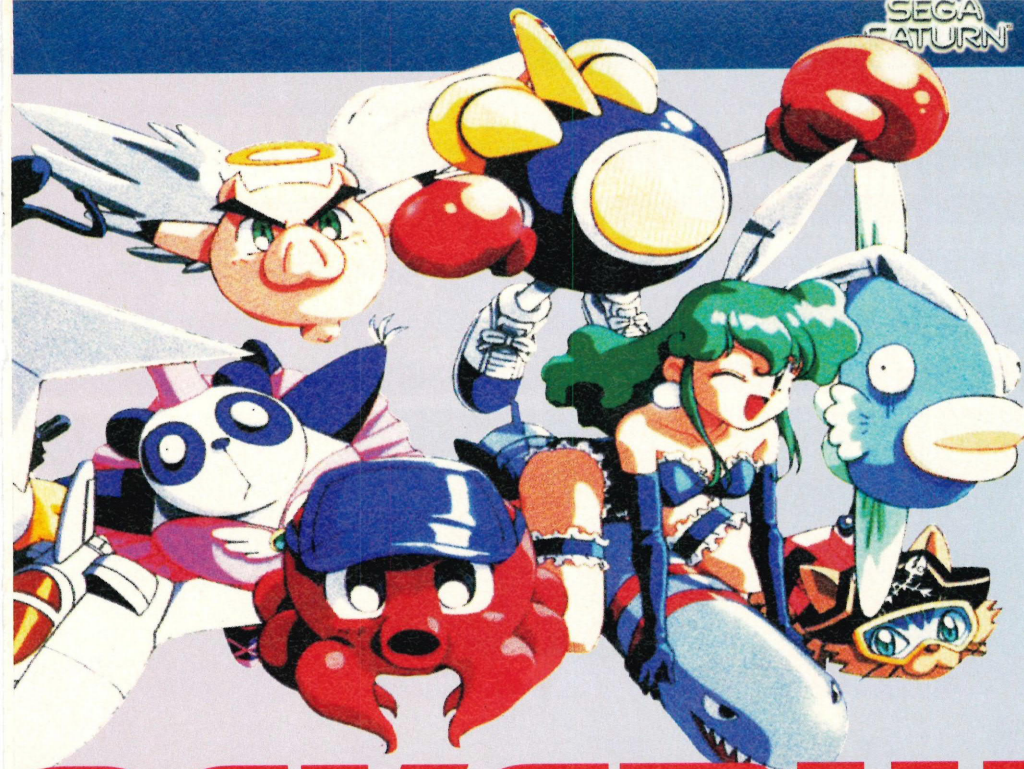
Okay, so Parodius isn't the kind of next generation software we expect on the Saturn. But there's no doubt that it's a brilliant game. Moreover, the release of Parodius is quite significant, because it marks top software house Konami's entry into the market as a Saturn third party developer. In fact, Konami intend on releasing more of their classic back catalogue on the Saturn in the form of more deluxe packs, with Pop'n'Twinbee currently in the works. Whether this wave of retro-games proves popular remains to be seen, but as far as Parodius is concerned, we think it would make an excellent companion to more impressive titles like Panzer Dragoon in any Saturn games collection.

Parodius Deluxe has just been released in Japan and Konami intend to release it as one of their first British Saturn titles in September when the machine makes its official debut.

SEGA

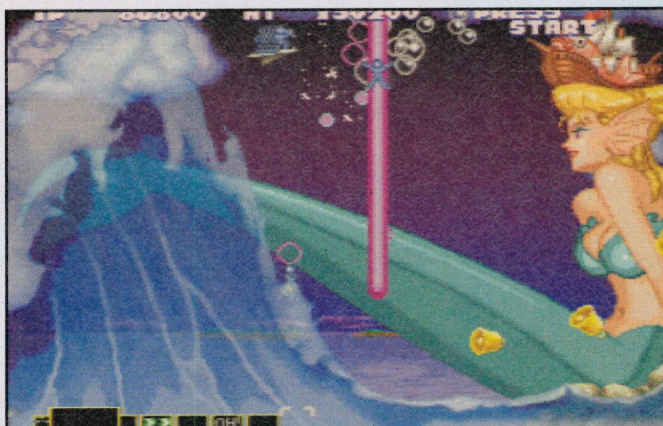
SEGA

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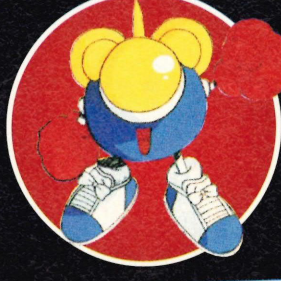
DOCKERY!

◀ Grief, it's like one of Claire's dreams. And Claire's the panda.



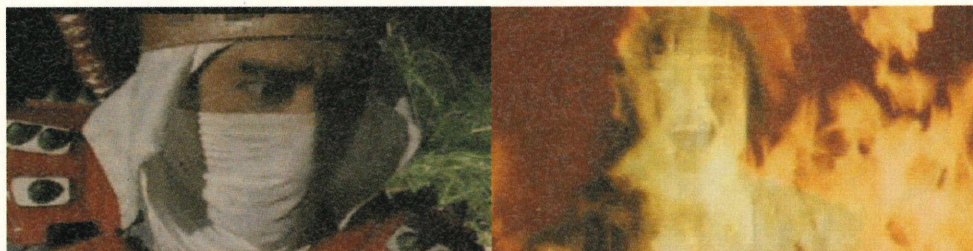
▲ Claire really should stop eating cheese before bed.

◀ This castle is packed with sweets and biscuits. Grief! It's like one of Claire's dreams.



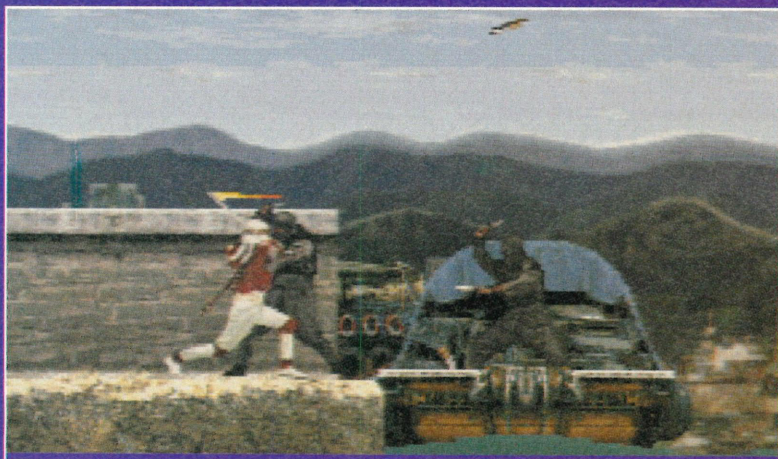
No Sega console would be complete without its very own **Shinobi** game. But to date, the Saturn has yet to receive one. Of course, Sega haven't forgotten about bringing their classic ninja series to their new machine. For months now, they've been working on a Saturn Shinobi game, and this month finally sees its release in Japan.

S H O W C A S E



SHINOBI GOES

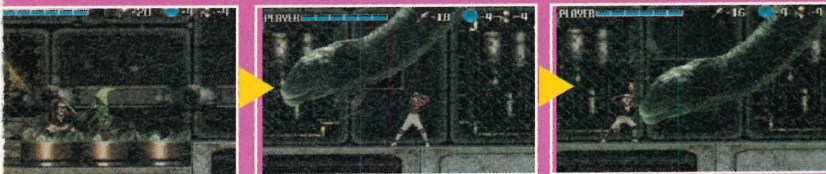
When the Megadrive made its glittering debut nearly five years ago, one of its first titles was a platform game called *Revenge Of Shinobi*. Featuring chop socky martial arts action, fantastic-looking levels, ingenious bosses and perfectly graded gameplay, it was one of the hottest platform games ever seen in its day, and remains an all-time classic even now. However, *Revenge Of Shinobi* wasn't the first game of its sort. As the name suggests, it was actually a follow-up to the classic Master System *Shinobi*. A game which in itself, was a conversion of the highly successful coin-op of the same name. Yep, it seems that whatever Sega do, they take the Shinobi family name with them. Even the humble Game Gear has its own version of events in the form of the superb *Shinobi GG*. As such, it was only a matter of time before the Saturn received the Shinobi treatment and, finally, here it is – *Shinobi XI*!



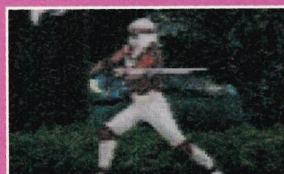
▲ Just another day's ninja orienteering in the woods for old Joe.



▲ Hang on, these By Ninjos, they



▲ This was me in Tenerife back in '86. I had a lovely time.



▲ Ah, and this is me when I went to Majorca in '92.

HEY JOE!

If you've never had a taste of the Shinobi experience before, you're certainly missing out. With the exception of the atrocious Cyber Shinobi on the Master System, the games have invariably proved to be of exceptional quality. They do, however, tend to follow a certain formula. Taking the role of Joe Musashi - aka the Shinobi himself - the plot of each game is basically to rid the world of the evil terrorist organisation, Zeed. To this end, Joe travels the four corners of the Earth, seeking out Zeed's members wherever they hide and bringing about their swift demise. What's more, being a ninja, Joe has all manner of martial artistry at his disposal. From kicks, punches and acrobatics, to throwing daggers, swords and even ninja magic, he's more than equipped to face any foe. Which is just as well, because in the past he's had to confront such enemies as Godzilla!

SHINOBODI DOES IT BETTER!

Shinobi X plays much in the same way as the most recent Megadrive incarnation, Shinobi 3. Joe has his usual repertoire of moves from somersaulting (together with a optional spray of throwing daggers), to performing a running sword slash. Likewise, the various levels should prove familiar to Shinobi-fans. Opening in Joe's home village, he has to battle against a invasion of Zeed ninjas, before travelling through subterranean caverns, over a precarious mountain pass and upward through the trees of a bizarrely tall forest. Later levels see Joe entering Zeed territory, as he wanders through mysterious ancient temples and grotesque genetic experiment laboratories, before finally entering the Zeed HQ itself.

TO SATURN!



▲ The trees look suspicious. I see robo-trees!



▲ Hoi, stop scrumping my apples and get out of my garden, you little scamp.

NINJA MOVIES!

So, it's just the same as all the other Shinobi games then? Well, if we're talking purely in gameplay terms, yes it is. A fast-paced, enjoyable blend of shooting and fighting platform action it may be, but this is very much a 16-bit Shinobi affair to play. Visually however, it's quite a different kettle of ninja. Here, the Saturn's graphical prowess comes into play, transforming Shinobi from its cartoony 16-bit look into 32-bit photo-real graphics. Combining real actors (used to play enemy ninjas and Shinobi himself) and Ray Harryhausen-style puppets (yep, there are giant rubber dinosaurs in this game too), together with computer-generated graphics (for the extravagant backdrops and more mystical enemies, such as the floating demon head), the game has a glossy, yet odd look. It does however, manage to capture all the feel of a cheesy Japanese martial arts movie. And, as if to emphasise this point, there's a lengthy ninja movie intro to the proceedings. It's just like Enter The Dragon. Sort of.

NO UK RELEASE!

Sega Europe have no plans to release Shinobi X over here, which is a shame, because it's certainly an enjoyable platformer. However, it has to be said that the photo-real graphics, although technically impressive, are perhaps too quirky to meet everyone's tastes. Couple that with the traditional 16-bit style of gameplay and Shinobi X isn't quite the dynamic Saturn platformer that Revenge Of Shinobi was on the Megadrive all those years ago. Nonetheless, we'd still like to see the game released over here. After all, what's a Sega console without a Shinobi game?

PUCKER UP

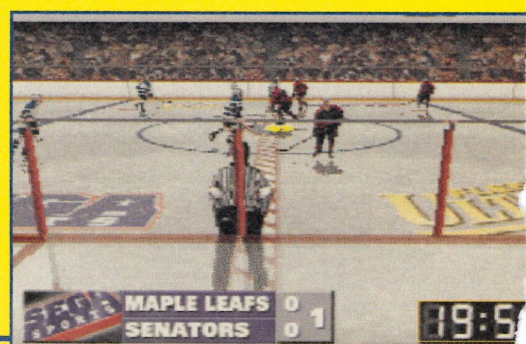
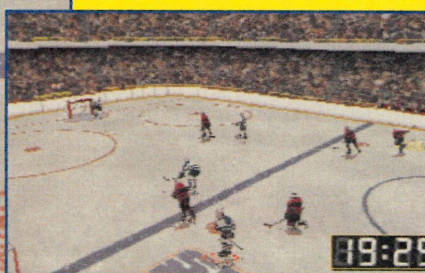
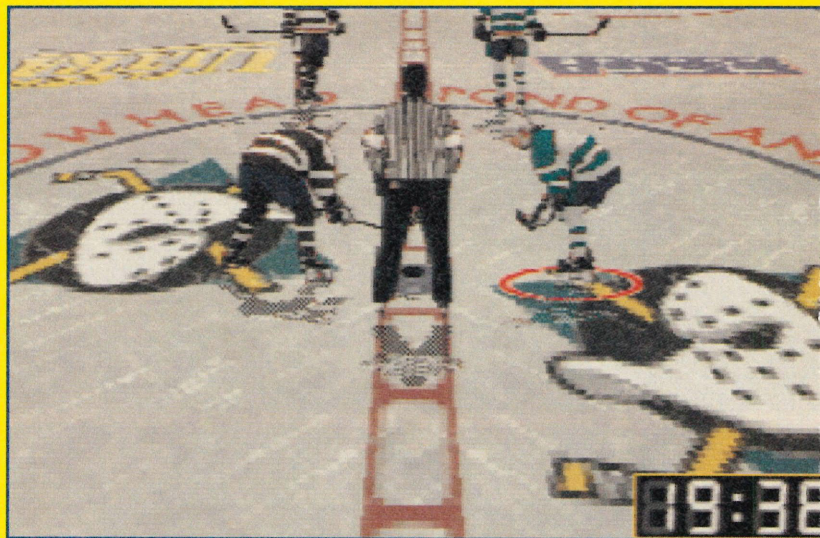
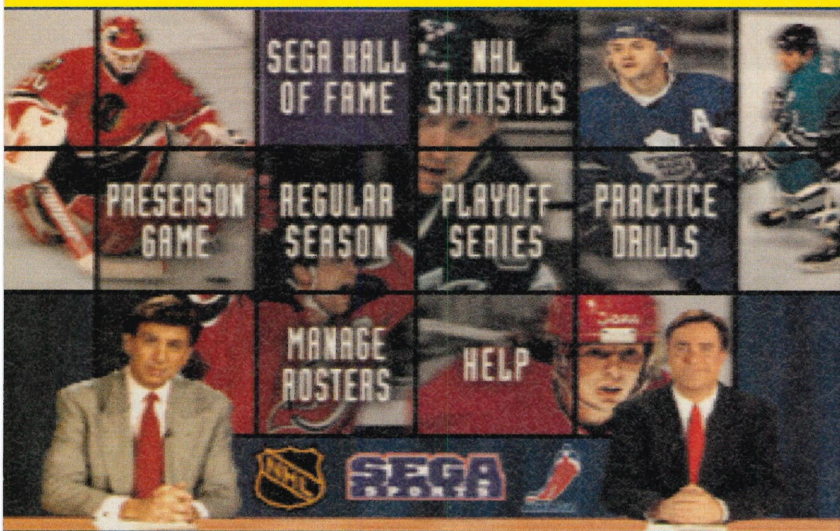
You know how people are always going on about EA's series of sports games being absolutely brilliant, and that no other games come within spitting distance of their superior quality? Well, looks like that's all about to change, You see, with the arrival of the Saturn comes a whole host of next generation sports games.

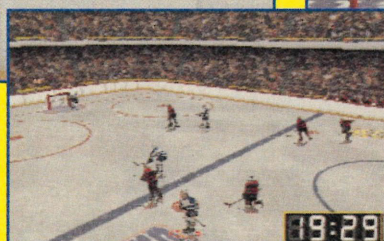
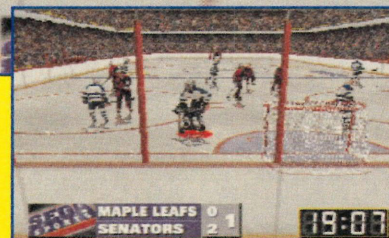
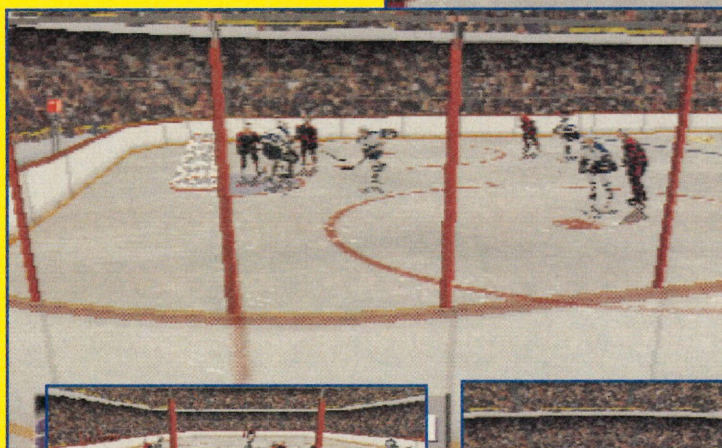
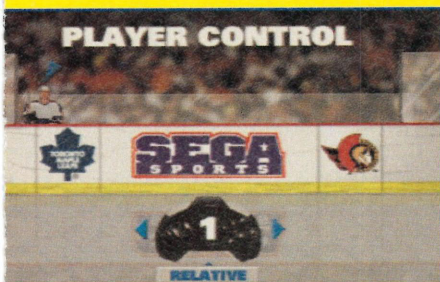
SHOWCASE

First up is a Saturn version of one of the most popular computer sports of all time - ice hockey. And although at a glance it may seem as if NHL All-Star Hockey isn't that different from the classic EA Hockey, in reality nothing could be further from the truth. For a start, the rink and characters don't use any of your 16-bit pixillated rubbish. Nope, the rink is photo perfect, and the sprites are really big and detailed too. Plus, there are 19 game views in all, all of which can be switched around at your leisure. In fact, you can mess around with the game's options to your heart's content - from choosing the players in your team, to switching ends of the rink when you feel like it.

As you'd expect, there's all the usual ice hockey stuff included in the game too; millions of teams, loads of different shots, a multi-player option that can incorporate up to twelve people and CD quality commentary by famous coaches Marv Albert and Steve Gallego. Which is something really special if you know anything about ice hockey.

NHL All-Star Hockey is being developed by Sega of America, and although it isn't currently finished, it should be available on import very soon. As for the UK release, well, it should be available when the Saturn is officially launched over here. Which may be sooner than you think.





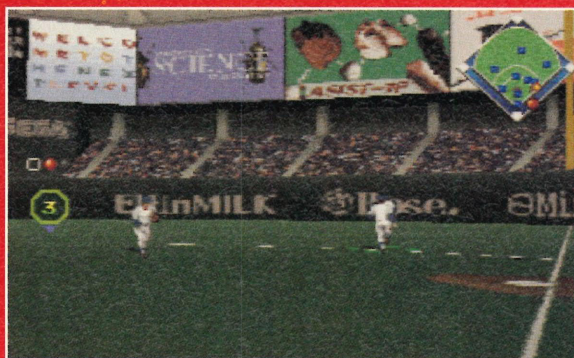
▲ Tons of 3D views and brilliant fast action.



GRAND SLAM THANKYOU M'AM!

Also in the depths of development is Grand Slam Baseball, which funnily enough, is a baseball simulation. Again, the game can be played from a number of perspectives, all of which utilise realistic 3D graphics. You can even zoom in for a ball's eye view if you so desire.

But there is one slight problem. Because baseball isn't exactly huge in this country, Sega Europe are still debating whether to release the game over here. It's a bit of a shame really, because, although it's not a very high profile sport, the game is actually pretty slick, with all the option-tweaking action and slick camera angles that you'd expect to see in a Saturn title.



▲ This is what we want. Loads of next generation-y type advertising.



▲ Ooh look. Loads of options. Just like in the Megadrive versions!

BUG ARMY



Although Sega already have some great games lined up for the Saturn, they still don't have any titles with recognisable characters in them. Sure, everyone knows who Jacky and Pai are (don't they?) but what Sega need is someone with instant recognition. Someone like Sonic. But they don't have a Saturn version of Sonic ready just yet. They do have a little guy called Bug kicking around though, and apparently, he's just the man for the job.



It's obvious really. Sega can't enter into the next generation of gaming with their current crop of platform heroes. Bar Sonic and Dynamite Heady, the Taz's, Daffy's, Chuck Rock's and Puggsy's of this world are going to have to pull their serious socks on if they want to compete with the best in the future. Of course, Sega have already had a stab at 32-bit platforming with Clockwork Knight and the more well-known Shinobi, but neither of those have really pushed out the boat in terms of ground-breaking gameplay. However, Bug is different. He's been developed from scratch by Sega of America and is their first 3D platforming game (Clockwork Knight was just a 2D game with 3D graphics). Which makes him really quite special.

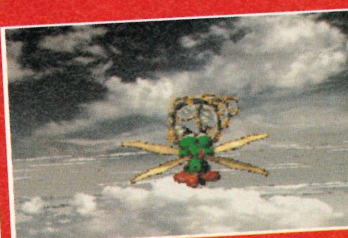
SEGA



Ooh, it's just like in Ecco 2...



▲ ...you know, the bonus level tube bits.



▲ This is much slicker and smoother though.



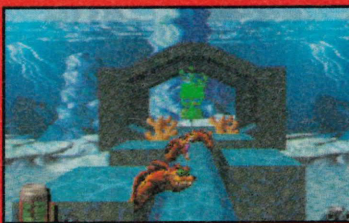
▲ But then that's exactly what you'd expect from the Saturn.

Bug!

S H O W C A S E



▲ The obligatory under-water level. Brilliant graphics though.



THANKS
FOR RIDING
THE
DRAGONFLY
EXPRESS

▲ Y'all come back now,
y'hear?

MISS, WALTER'S GOT LICE!

So what's so good about Bug? Well, it looks very different from any other Sega platformer for a start. Taking a behind-the-sprite view, the character actually walks into the screen. And the farther away he gets, the smaller he becomes (as indeed does the accompanying scenery). It's all proper scaling and everything - just as you'd expect from a 32-bit machine. Unfortunately, the screen doesn't change perspective as Bug changes direction, which is a bit of a shame, but nevertheless, the graphics look stunning.

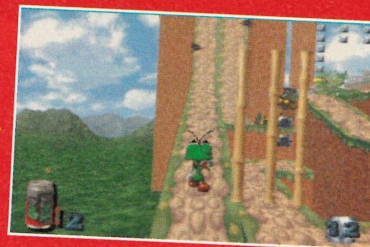
QUIT BUGGING ME ALREADY

Next generation this may be, but like all good platform games, it still needs a plausible plot. Naturally, Bug has its fair share of story and although it's quite fantastical, it's not very plausible. Ah well, here goes anyway: Bug has always wanted to be a big movie star, and on his journey to fame his top hollywood agent asks him to star in a full-length cartoon feature. Of course, he's perfect for the part and immediately signs up a mega-bucks contract. Taking on the role of an heroic inset crusader, he must save the insect kingdom from evil arachnid Queen Cadavra. You see, she's kind of partial to the odd insectasnick. And at the moment, all the creatures are completely terrified of her - some have even teamed up with her to save their own hides. Fortunately, Bug has a couple of tricks up his sleeve - he can butt stomp any enemies, and in later levels, he even gets to flick snot at them.

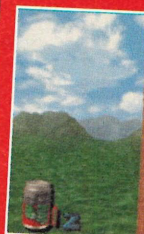
One of the most spectacular parts of the game is the bonus level. Similar to the ring-jumping bonus level found in Ecco 2, this is taken one step further with 32-bit graphics and super smooth play. Steer Bug (along with dragon buddy) through a 3D level, gliding through hoops as you go. If you're successful, a bonus level will be yours. Miss a ring though, and you'll plummet to your death.

The version of Bug shown here is probably around 80% complete, with playtesting incomplete and small bugs (groan) still left to be ironed out. However, the finished import version is already on sale, and you can buy a kosher fully-legal UK version of the game when the Saturn is launched. Soon.

SEGA



▲ Not the most interesting sequence in the world...



▲ ...but at the game's scaling.



▲ Sailed the seven seas, trekked to the ends of the earth - all for... a hammock and a can of cruddy coke.

▲ He obviously has no pants on.



▲ Look, I'm really trying hard not to do a 'bugger' joke here, okay?



▲ These American developers have a strange idea of 'humour'.



▲ He looks like Ermintrude from Magic Roundabout.

Bug!

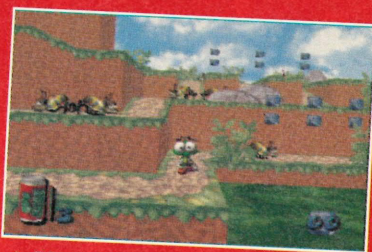
S H O W C A S E



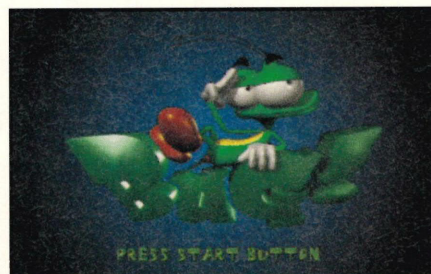
st it shows
xcellent



▲ This is better. Loads of flying nasties attempt to eat Bug.



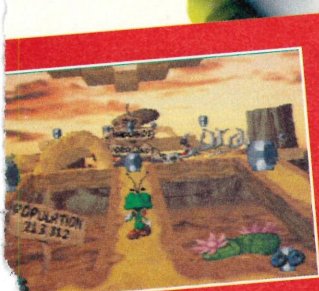
▲ Ah. Cute in a Linus-holding-the-blanket kind of way, isn't he?



▲ Huge sprites appear in almost every level.



▲ Richard in a morning mood.



ollect those bauble
gs for more cola.



PRIMAL movers

S H O W C A S E

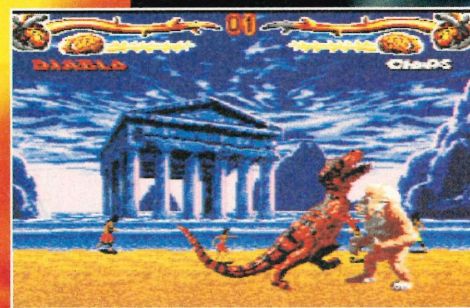
If there's one thing that every kid under the age of ten knows about, it's dinosaurs. So with Time Warner signing up the rights to produce the smash-hit arcade game primal rage on every Sega console, we could hazard a guess that by about August, there's going to be some extremely hyped up kids out there. SAM HICKMAN bombed up the M40 to the Jurassic town of Northampton for a sneak preview of the game, and after much persuasion, she even got to take the baby dinos out for a walk around the block.



▲ "Apparently, if you stand still, they can't see you..."



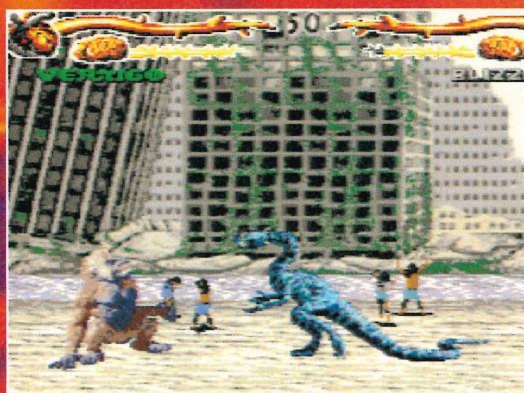
Tremble.



Look, it's Blanka from the Streetfighter Movie.

What is it about dinosaurs that gets people in such a state of hysteria? In our office alone, even a passing mention of such sacred words as Stegosaurus or Tyrannosaurus Rex whips everyone up into a near-frenzied state of dino-name recitations. Why, even yesterday, young Tom Guise was regaling us a tale from his childhood, where Dinosaurs danced and fought to the dulcet tones of The Bolero on a weekly TV show. Funny that, because none of us can remember it.

Anyway, some psychologists believe that our fascination with dinosaurs stems from an innate fear of large, blood-thirsty animals and a morbid fixation for all things monster-like. However here at Sega Mag, we reckon it has more to do with all the cheap dino tat that you're force-fed from a young age. Like little placcy



Blackpool sea front circa 2005.



▲ Spontaneous combustion. Truth or modern-day myth?



▲ Fancy a bit of a paddle mate?



▲ He looks like he's made from plasticine.



▲ Cool extender-arm though.

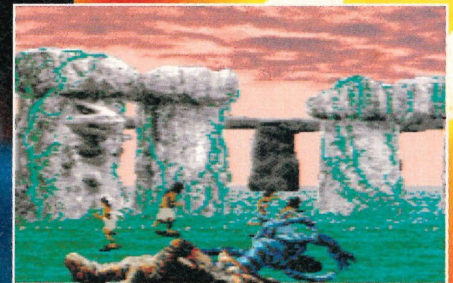


BLIND PURPLE FURY

Each version of the game uses all the levels and gameplay from the original coin-op, although for some versions, the graphics have been compromised somewhat. For instance, the sprites on the Megadrive version are less detailed than the coin-op (less detailed than the Saturn version too) and small compromises in the backgrounds (although they are still fully animated) and on-screen humans have been made. All the special moves have been included though, plus a number of secret moves a la Mortal Kombat.



▲ Do you like my new shoes?



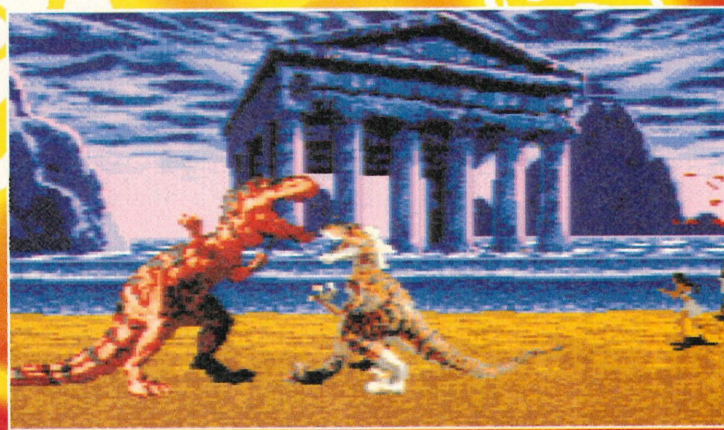
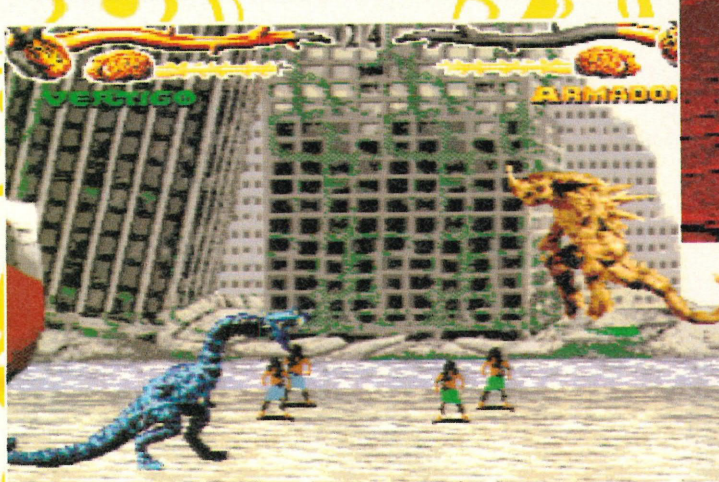
▲ Cue "Richard's dragon breath" caption.

ALL HAIL THE ENLIGHTENED ONE

If you look closely at the screenshots, you'll notice that there's an abundance of humans running about the screen while the dinos tear strips from each other. That's because Primal Rage is set in a post-apocalyptic era. Half of the earth has been destroyed, and to prevent the human race from totally wiping itself out, wise gods have intervened by placing seven mythical dinosaurs back on earth to

sort out the mess. Like, how sensible. Anyway, each dinosaur became a god-like figure, and the humans decided to split into packs to worship their favourite scaly one. Which is why you see them running about trying to protect their favoured beast. Unfortunately though, dinosaur

worshipping isn't the safest job in the world, and some of them end up as dino fodder. If some of your people are eaten, you'll lose energy, but if it's the other way around, you'll gain extra energy.

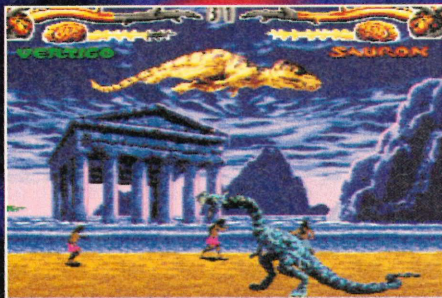


GAME GEAR



▲ Handheld power shines through.

MEGA DRIVE



▲ Levitating dinosaurs? Hmmm.



▲ C'mon, I'll 'ave youuuuuu....

JUMP AROUND

Being dinosaurs, you'd think that the fighting action would be restricted to biting, scratching and generally terrifying the opposition into submission. But, none of it. Each character has a variety of special moves, none of which you'd really expect to see a real dinosaur pull off.

BLIZZARD

A strange blue ape whose special moves include the ice geyser, mega punch, cold breath and punching bag.

TALON

EEK! These look a bit like the scary Raptors in Jurassic Park. Uses such civilised moves as the face ripper, jugular bite and brain basher. How nice.

DIABLO

Somehow, this dino dude has the ability to shoot fire from his mouth and feet. His special moves include the hot foot, blow torch and inferno flash.

ARMADON

I thought these ones were supposed to be peaceful vegetarian, life loving dinosaurs. None of that here though, their main moves are the gut gouger, bed of nails and hornication.

CHAOS

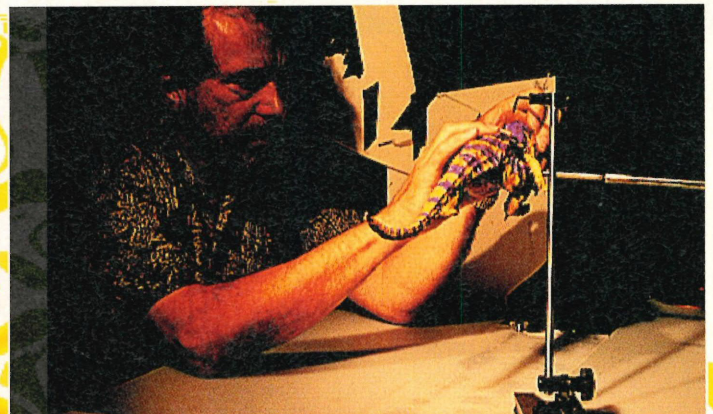
A smaller version of Blizzard, although ten times as foul. Favourites include the power puke, the fart of fury and the flying butt slam. Tee hee.

SAURON

The daddy of them all, Sauron is a huge T-rex with a penchant for Primal Screaming. Also rather fond of the leaping bone bash, earthquake stomp and cranium crusher.

VERTIGO

Similar to the Dilophosaurs in Jurassic park, in that they spit venom at their opponents. The only female fighter in the game, Venom also stings and casts spells on the opposition. No ball crushing moves though. Shame that.



▲ A man playing Dino Wars part 45. Yesterday.

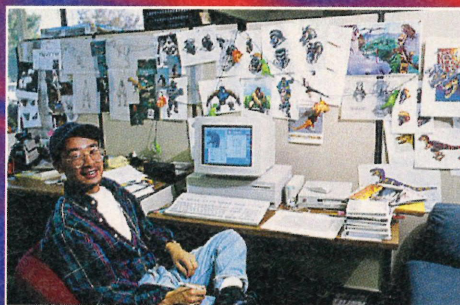


Wow. This is the actual puppet used to create one of the on-screen characters. Who'd have thought, eh?

ARCADE



▲ Feel my evil wrath. Hahahaha!



▲ Programming-type person.



models and dino-bite crisps. Whatever, you can't get away from the fact that 65 million years on, dinosaurs are still big news. Yup, get a dino to star in your latest feature-length film, and you're on to a winner. Herd a whole load of them together and get them to fight each other in your latest game, and the potential is enormous. Which is obviously something Time Warner had in mind when they decided to convert top-selling title Primal Rage to console.

This dino beat 'em up was a huge success in the arcades and although graphically quite stunning, it's easy to see how it could be converted to console. Because the dinosaur characters weren't computer generated and were filmed and then digitised from specially created models, it was much easier to retain the detail from the original arcade visuals. Time Warner have now been working on the Megadrive, 32X, Saturn and Game Gear versions for over a year, and the first playable versions of the game were unveiled at the spring European Computer Trade Show.

Primal Rage will be released on the Megadrive and Game Gear in August, with the Saturn and 32X versions following on a couple of months later. In the meantime though, you could always pop down to the arcade for a taste of what you can expect to see on console in the near future.

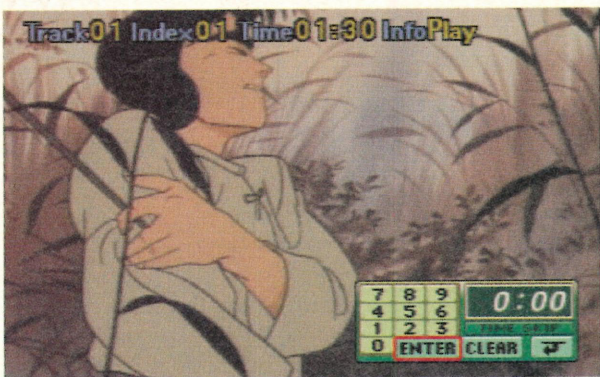
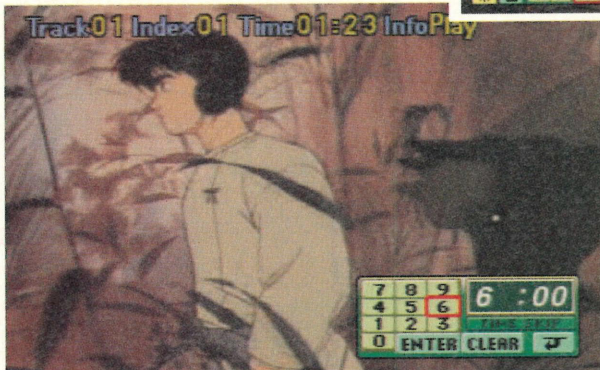


GET WI

PROG



Did you think that the only thing worth buying a Saturn for was its awesome line up of launch titles? Think again. The Saturn has loads of multi-media applications too, among them the ability to play Video CDs. It can even process your holiday snaps!



Are you one of those people that laughs at anyone who had the misfortune to buy a CDI machine? Let's face it, Phillip's 'wonder machine' hardly brought you next generation gameplay, did it? But, there's no denying that it has its uses. You can watch films on it for a start, and you can even get 'interactive' with the likes of 2Unlimited and friends. But that's hardly enough to warrant buying the thing, is it now? Thankfully though, you don't have to. You see, soon you'll be able to do all that stuff on the Saturn, via a video CD card which plugs into the back of the machine. Using MPEG digital compression techniques, each video CD will be able to hold up to 74 minutes of VHS-perfect video - which is roughly the length of your average feature film. Oh alright then, a film is a bit longer, but you can have two CDs. You can even have five if you want.

Anyway, the best thing about Video CD is that you don't need a specially created Sega version of events that's compatible with the Saturn. You can slip any video CD into the drive and it will work. Blockbuster have even started to rent out video CDs, so you can be sure that getting hold of the latest movies won't be a problem. The Saturn video card should be available in the shops when the Saturn is launched officially in September. We don't know how much it will cost yet, but as soon as we find out, we'll be bringing you an update.



SEGA



▲ The Saturn's video CD decoder in action.



▲ Unfortunately, it's a pretty poor Video CD.

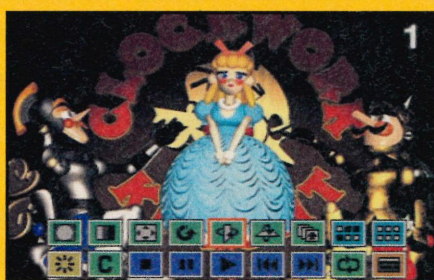
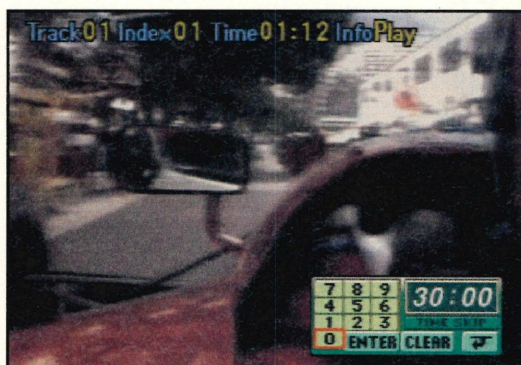


▲ Here we're zooming in on Tina and Eric.

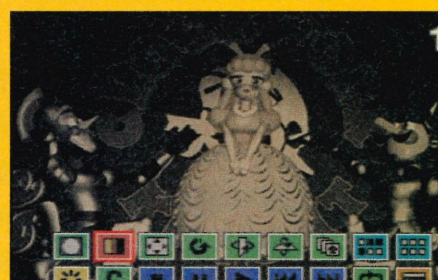


▲ And here's the frame-by-frame option.

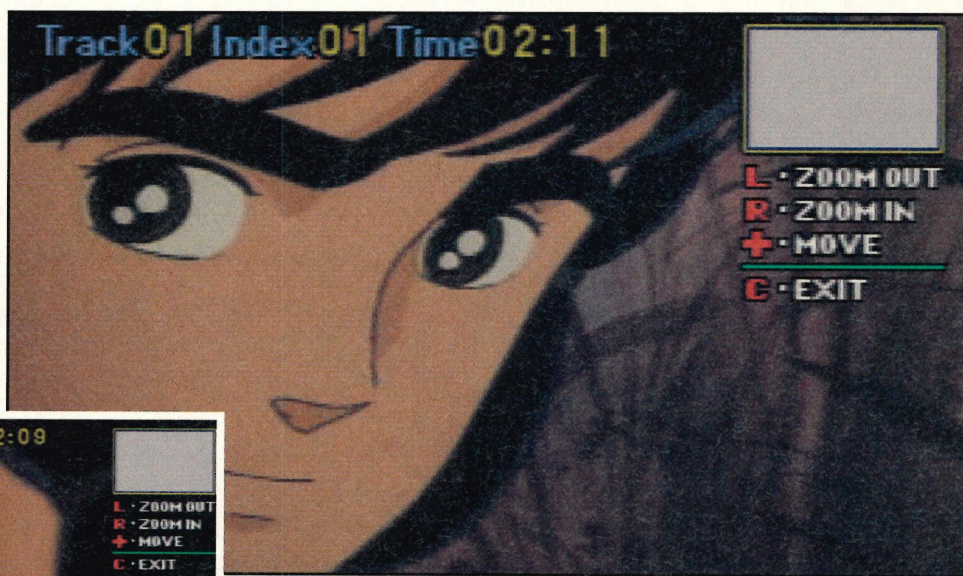
TH THE RAM!



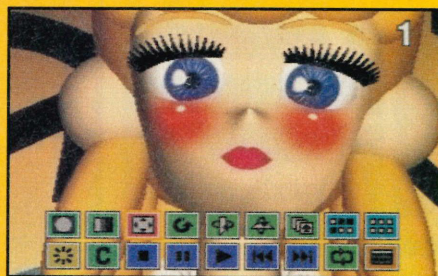
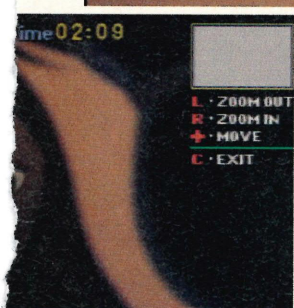
▲ Ah, one of Richard's favourite holiday snaps.



▲ Click on the correct icon and you can turn it B&W. Wow!



▲ And, by framing a certain area...



▲ ...you can zoom in on it, just like in Blade Runner.

▼ A very useful application.



▲ Nice work, Eric!

AND THIS ONE... WHERE WAS THIS ONE?

Always losing those interesting holiday snaps? Often forgetting to even pop the film down to the local chemist for development? If the answer's yes, you probably won't be interested in this Photo CD application, because you obviously don't care much about photos. But if you're a bit of a photography freak, you can get your pics developed on to disc and mess about with them on the Saturn. Yup, using the photo CD application, you can flip, rotate, mirror and spherise your holiday piccies as much as you like. You can even create a slide show if you want to be incredibly dull. Of course, at the end of the day, this is a bit gimmicky to replace good old photies, but it is a bit of a laugh. Plus, the thought of sitting granny down at the console to see a zoomed in, spherised shot of herself shanting back the ales at the latest family gathering is just too good to be true.



MEGA DR

My name's Ed and I like Minstrels. Not as much as tips though. In fact, on a scale of one to ten, Minstrels come 8th and tips come 9th. Pink Floyd comes 10th. Come on gaming companies, why not release a Pink Floyd based game where the main character negotiates platforms, picking up Minstrel shaped power-ups as he goes? It would be fantastic, and I could do the tips for it! Superb! Anyway, apart from that, give us a shout if you have any spare tips lying

around. Send 'em to: The Ed Lomas Tips Dept, Sega Magazine, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

WWF RAW

Apologies to those of you who were disappointed to find that some of the Mega-Moves printed in issue 17 didn't work. We thought it would be a good idea to use Acclaim's exact wording to describe the moves but unfortunately it had quite a few people stumped. After some work I have compiled a list myself and to prove that they all work, screenshots are included.

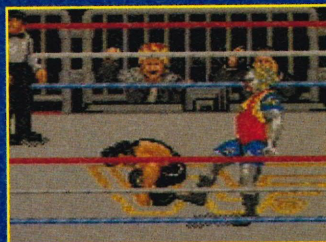
IMPORTANT: All of the moves must be performed whilst holding both the A and B buttons until told to release either one or both of them.



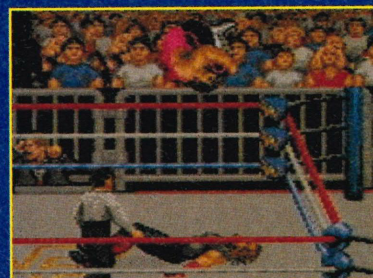
YOKOZUNA'S CANNONBALL OFF TURNBUCKLE
Stand on one of the back turnbuckles and press Down, Down, Down, release A and B, press C.



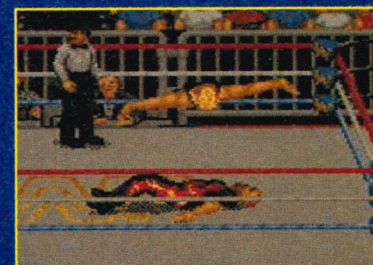
RAZOR RAMON'S BACK-FLIP ELBOW DROP
Stand just below an opponent on the floor and press Left, Left, Right, release A and B, press B.



DOINK'S FIELD GOAL KICK
Stand behind a stunned opponent and press Left, Left, Left, release A and B, press C.



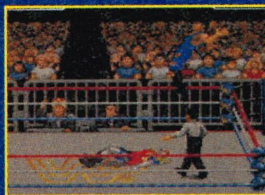
BRETT HART'S BUTT FLIP
Stand on one of the back turnbuckles when an opponent is on the floor below you and press Right, Right, Up, release B.



LUNA VACHON'S PROPELLER SPLASH
Stand just above an opponent on the floor and press Left, Down, Down, release A and B, press B.



OWEN HART'S WHIRLING DERVISH
Stand anywhere in the ring and press Up, Right, Down, release B.

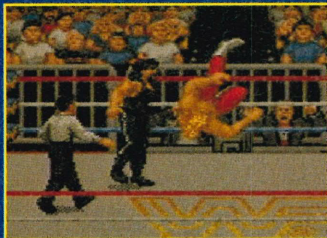


1-2-3 KID'S TURNBUCKLE TO TURNBUCKLE JUMP
Stand on one of the back turnbuckles and press Up, Up, Up, release A and B, press A or B quickly.

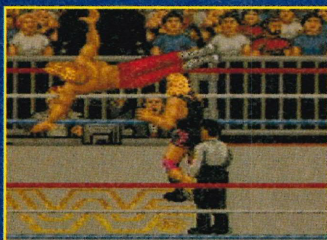


LEX LUGER'S SUPER PUNCH
Stand within punching range of your opponent and press Up, Up, Down, release A and B, press B.

RIVE

**DIESEL'S CABER TOSS**

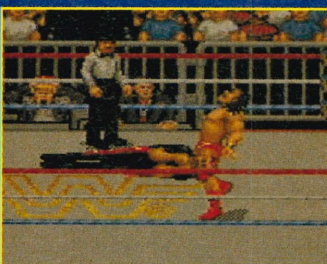
Stand behind a stunned opponent and press Down, Down, Right, release A and B, press B.

**SHAWN MICHAELS' SUPER DROP KICK**

Stand anywhere in the ring and press Down, Right, Right, release A and B, press C.

**UNDERTAKER'S RUNNING CLOTHESLINE**

Stand anywhere in the ring and press Left, Right, Right, release B.

**BAM BAM BIGELOW'S TORPEDO**

Stand anywhere in the ring and press Up, Down, Left or Right, release B.

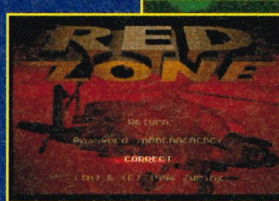
**ROAD RASH 3**

After revealing passwords to get the secret bike a few issues ago we now have the cheat. On the title screen press A, B, Right, A, C, A, Down, A, B, Right, A (it spells ABRACADABRA). You should now be able to pick the secret bike.

**RED ZONE**

These codes will let you play any of the levels up to mission 8 with invincibility.

- 1 - BAABAAACBCBA
- 2 - ABBBBABACBBC
- 3 - BAABAAACBCBA
- 4 - ABBBBABACBAC
- 5 - BAACAABAACA
- 6 - ABBCAACACCC
- 7 - BAACAABAABA
- 8 - ABBCAACACBC



Also, here's the two-player "Asteroids" type game code again: ABCACACBCAC

MR. NUTZ 2

These four different codes let you play on four different levels. Thanks to Ian Wallis-Eade from Maidstone for them.

- 1 - IMNAAR44
- 2 - RIRAAAGQ
- 3 - ZQVIAHE
- 4 - YQVIAHC

SECOND SAMURAI

Here are fourteen whole passwords from Michael Eaton in Preston.

- 2 - KWCETGK
- 3 - DFFDNMIC
- 4 - 2SFABLAC
- 5 - GACKM4WB
- 6 - HFXDRTJK
- 7 - FA2FABLA
- 8 - 5LYDRTJK
- 9 - WFTNQ63J
- 10 - OM6YP5X4
- 11 - HS5HOU6D
- 12 - P1EKM4WB
- 13 - KLRA3F1H
- 14 - LLD6A3F1
- 15 - MRWVZYRZ

GAME GEAR

PETE SAMPRAS TENNIS

Phil Sawyers from Romford has sent in a complete guide to this game including these passwords for "World Tour" mode.

- 1 - LANGUAGE
- 2 - LOCATION
- 3 - INCREASE
- 4 - TOUCHING
- 5 - UTILISED
- 6 - EXPANDED
- 7 - STANDARD
- 8 - RESOLUTE
- 9 - REGISTER
- 10 - GRAPHICS
- 11 - BACKHAND
- 12 - KEYBOARD
- 13 - HARDWARE
- 14 - QUANTITY
- 15 - FUNCTION
- 16 - TRANSMIT
- 17 - NEGATIVE
- 18 - VITAMINS

Seeing as Phil says it was his eighteenth birthday when he wrote to us, his prize of Micro Machines 2 can be our present to him.



MEGA

ETERNAL CHAMPIONS CD: CHALLENGE FROM THE DARK SIDE

This game is absolutely packed with secrets waiting to be found. Except these ones which have already been found. Here is a list of all the overkills and the secret special moves for you to be getting on with until next month when we reveal more exciting bits.

OVERKILLS

To perform these death moves your opponent must be one hit away from death in the final round. Your opponent must be in a certain position to get the move to work and you must finish them with a projectile attack (like a fireball). As far as I can tell, there are two overkills for each background, one where you must finish your opponent with a projectile and one where it doesn't matter how you finish them. On some backgrounds I have found two deaths already and as we find more we'll print them. To make sure that all of these work, use a projectile to finish your opponent all of the time.



LARCEN

1. Position your opponent just to the right of the main cinema entrance doors and hit them with a projectile from the right.
2. Stand your opponent in front of the small poster to the right of the main doors (the second one along) and hit them with a projectile from the right.

SEGA



BLADE

Position your opponent just to the right of the fan with their back touching the edge. Hit them with a projectile from the right.



JETTA

Position your opponent in front of the right-hand flap on the right-hand entrance and hit them with a projectile from the left.



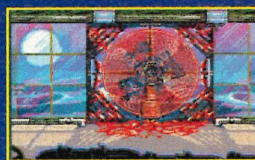
XAVIER

Stand your opponent to the left of the fire, in front of the nearest side door to the building in the background then hit them with a projectile from the left.



MIDNIGHT

Stand your opponent right under the danger sign to the right of the centre and hit them with a projectile from the right.



RAX

Stand your opponent in front of the middle of the fire in the centre of the screen and hit them with a projectile from the left.



SHADOW

1. Stand your opponent in front of the second letter from the left. Hit them with a projectile from the left of that.
2. Stand your opponent between the two right-hand letters and hit them from the right with a projectile.



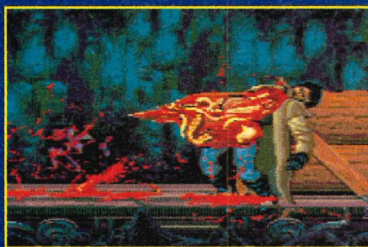
SLASH

Position your opponent to the far left of the screen and hit them with a projectile from the right.



TRIDENT

Stand your opponent right in front of the mermaid statue and hit them with a projectile from the right.



DAWSON

Stand your opponent to the far right of the screen and hit them with a projectile from the left.



RAMSES III

Stand your opponent under the small pillar to the right of the centre of the screen and hit them from the left with a projectile.



RAVEN

Stand your opponent just to the left of the flaming skull on the left of the big face and hit them from the left with a projectile.



RIPTIDE

1. Position your opponent underneath the big mast in the middle of the screen and hit them with a projectile from the left.
2. Stand your opponent to the far left of the screen and hit them with a projectile from the right.



SPECIAL MOVES

These are the main special moves for each character.

Charge = Hold in the direction listed for about one second.

+ = Press listed buttons at the same time

, = Press the listed buttons in order

A,B,C,X,Y,Z = Press the button (obviously)

BLADE

Personal Shield - X+Y+Z

Tracking Blade - Charge Back, Forward+X+Y

Brick Wall - Charge Back, Forward+B

Projectile Containment Field - A+B

Excessive Force - Charge Back,

Forward+B+C

JETTA

Ricochet - Charge Down, Up+A or C

Flying Choke Hold - Charge Back, Forward+Z

Resonate - Whilst in Phase mode (X+Y+Z)

press A+C

Ceiling Grab - Charge Down, Up+B

Power Burst - Roll Down, Down/Forward,

Forward+C

LARCEN

Low Hook - Charge Back, Forward+Z

Grappling Hook - A+B+C

Backflip Kick - Roll Down, Down/Back,

Back+C

Air Sweep - A+C

Mantis Strike - Roll Down, Down/Forward,

Forward+A

MIDKNIGHT

Flying Wall Smash - Charge Back, Forward+Z

Mist Attack - Hold A+C

Overhead Stomach Punch - Hold

Forward+A+B+C in close

Manifest - A+B+C

Side Kick - Roll Down, Down/Forward,

Forward+Z

RAX

Hover Jets - Charge Down, Up+B

Turbine - Charge Back, Forward+A

Cyber Kick - A+B+C

Jet Uppercut - Charge Down, Up+Z

Shock Wave - Charge Back, Forward+Y+Z

SHADOW

Shadow Mode - X+Y+Z

Ninja Weapons - Charge Back then

Up/Forward, Forward or Down/Forward and X

or Y

Flying Step - Charge Back, Forward+A+B

Flying Mine - Roll Down, Down/Forward,

Forward+Z

Banzai Blitz - Charge Back, Forward+B+C

SLASH

Spinal Crush - Hold Forward and press Y in

close

Fire Club - Roll Down, Down/Forward,
Forward+X
Ice Club - Roll Down, Down/Forward,
Forward+Y
Double Foot Kick - Roll Down, Down/Back,
Back+C
Club Dive - Roll Down, Down/Back, Back+B

TRIDENT

Repulser Field - B+C

Bio-Drain Field - Y+Z

Depth Charge Field - X+Y

Liquid Mode - A+B+C

Slash Spin - Roll Down, Down/Forward,

Forward+C. Reverse to go backwards.

Tidal Wave - Roll Down, Down/Forward,

Forward+Z

XAVIER

Swap Spell - X+Y

Confusion Spell - A+C

Snap Back - Charge Back, Forward+X

Possession - X+Y+Z

Dragon's Bite - Roll Down, Down/Forwards,

Forwards+C

DAWSON

Step Out - Roll Down, Down/Back, Back+C

Spit Attack - Charge Back, Forward+Y+Z

Hat Attack - Charge Back, Forward+Z

Dual Knife Throw - Charge Back, Forward+X

Spinning Axe Pick - Roll Down, Down/Forward,

Forward+C

RAMSES III

Snake Attack - Charge Down, Up+C

Hack and Smack - Charge Back,

Forward+X+Y

Phoenix Dive - Charge Back, Forward+Z

whilst in the air

Torch Attack - Charge Down, Up+Y

King Combo - Charge Back, Forward+B+C



RAVEN

Time Split - Charge Back, Forward+Y+Z

Raven's Fury - Roll Down, Down/Forward,

Forward+B whilst in the air

Mambo Combo - Charge Back,

Forward+B+C

Create Void - Roll Down, Down/Forward,

Forward+Z

Destabilize Time - X+Y+Z

RIPTIDE

Kriss Blade - Charge Back, Forward+X or Y

whilst in the air or on the ground

Tidal Punch - Roll Down, Down/Forward,

Forward+X

Whirlwind Teleport - Charge Down, Up+C

Whirlpool Reflect - Charge Back, Forward+A

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REVIEW INDEX

It's that time again people. The time when we advise you, the good people of gamesville what's hot and what indeed is not for this month. Actually, if you're a Mega-Cd owner, things have never been better. This month's review section is dominated by six CD titles, which is probably more than have been released in the last year. The latest 32X title, Motherbase also gets the SEGA MAG treatment, and there's plenty of choice Megadrive product too. So, damned fine all round really. Unless you're a Master System owner.

MEGADRIVE

BATMAN AND ROBIN	74
INDIANA JONES	76
ZERO THE KAMIKAZE SQUIRREL	90

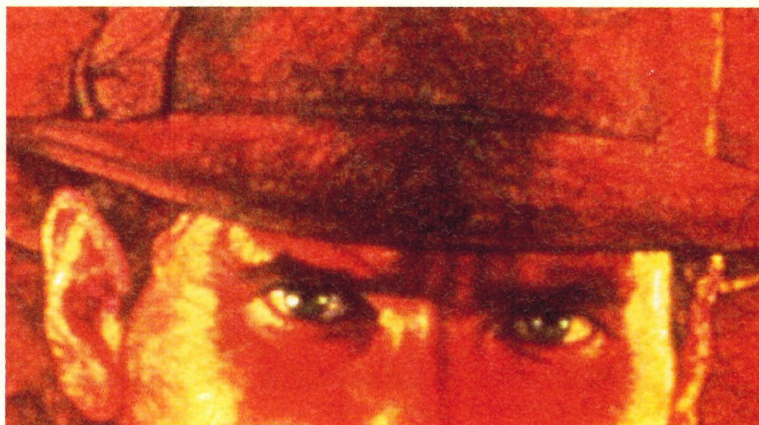


MEGADRIVE 32X

NBA JAM	
TOURNAMENT EDITION	88
MOTHERBASE	92

MEGA-CD

SYNDICATE	80
SAMURAI SHODOWN	82
FATAL FURY	
SPECIAL EDITION	84
THEME PARK	86
THE SMURFS	94
BLOODSHOT	96



THE ADVENTURES OF BATMAN & ROBIN

If you're one of the many avid followers of Sega Magazine's hugely popular next month page, you're probably aware that we've been waiting to review this game for months now. First Sega tell us it's ready, then they tell us it isn't, then they tell us it is, then it isn't again. Then, just after we'd decided to stop putting it in our next month page, the caped fella-me-lad goes and scales our walls with his batropes and pops into the Sega Mag offices with a review copy of the game clutched tightly in his bat-paws. Holy Infuriation!

Naturally, all this dithering around has resulted in The Adventures of Batman and Robin being built up into one of the most eagerly awaited Megadrive games of the year. Add to all this hype some promising early looks at the game and the fact that it's earned itself this month's

cover, and you'd rightly expect the game to be something pretty hot. Right?

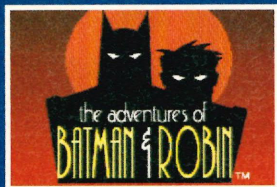
Of course you would. And indeed, The Adventures of Batman and Robin is one of the most visually impressive games we've seen in some time. The programmers, a previously unknown team known as Clockwork Tortoise, have got the Megadrive to produce some stunning graphical trickery here. 3D shop fronts scroll past on the street levels, a giant crane arm swings in and out of the background at the museum break-in and, on the Batwing level, the depth of the streets far below is fantastic. Admittedly, scaling and rotational trickery is common place on the Megadrive nowadays thanks to the likes of Gunstar Heroes and

Probotector, however, the extent of its use here is simply flabbergasting. What's more, the combination of these effects together with the stylish look of the Batman Animated Series all adds up to create a game that reeks of quality.

In fact, so classy are these visuals that it's easy to ignore the contribution of the actual gameplay. Then again that may not be such a bad thing, because in contrast to the inventive visuals, the actual gameplay is surprisingly linear. All the levels consist of little more than a horizontally scrolling playing area which Batman has to run through, shooting or kicking any baddies out the way. The only real variation on this theme is when Batman takes to the skies in his Batwing or jetpack, and the only difference here is that he's unable to kick villains. This might all sound very repetitive, and indeed it is. However, it's unlikely that you'll get bored by the samey levels, because this game is so plain difficult, there's little chance you'll get to see a lot of them.

The Adventures Of Batman and Robin is a very fast-paced action game. However, the lack of any real Batman features (short of the sprites) means that bat-fans will probably be dissatisfied. Hardcore action fans though, may find it enjoyable and in all honesty they're probably the only people who stand any chance of clocking it.

INFO



MEGA DRIVE

BY:
SEGA

PRICE:
£44.99

RELEASE:
JUNE

STYLE:
ACTION

PLAYERS:
1-2

CONTROLS:
JOYPAD

CONTINUES:
4



▲ Please sir, can I have my ball back.



▲ What a 'crate' game, eh?





▲ Robin old chum, my boot's stuck in its nostril.



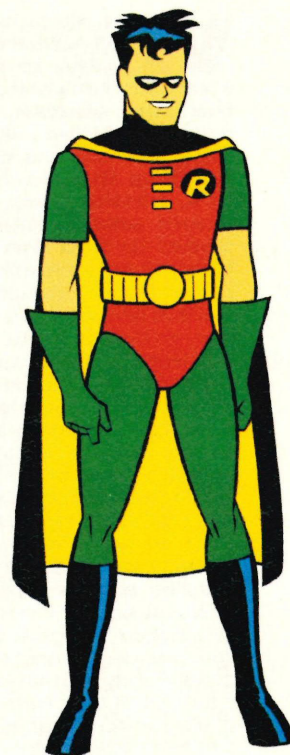
▲ Claire arrives with a new collection of dolls.



▲ If I can just hang on by my foot...



▲ Ow, my funny bone!



RATINGS

88

Presentation:

A good intro and intermission screens give the game a quality feel.

90

Graphics:

Visually superb with brilliant backdrops and smart animation. The sprites lack variety though.

85

Sound:

Rather puny sound-effects. And although the pumping techno soundtracks are good, they are sometimes out of place and annoying.

82

Playability:

Good controls and frenetic action keeps the game moving, although it is a bit samey throughout.

95

Challenge:

One of the most difficult games you could ever hope to play.

85

Lastability:

If you intend on beating it, it could last you some time. The weaker-hearted among you may give up first though.

82

Overall:

A tough fast-paced action game that is just too hard for its own good.

COMMENT

SAM HICKMAN



It seems to me that the programmers of this game spent too much time on the visual side of the game, then towards the end of development they suddenly remembered it had to have gameplay too. So they just slapped in the usual archaic platform formula and hoped no one would notice. But, there's no getting away from it – the dull gameplay completely overshadows the brilliant visuals making for an ultimately monotonous game. And, to cap it all, it's really difficult to even get past the first level, which really annoys me.

COMMENT

TOM GUISE



While there's no doubt that The Adventures of Batman and Robin captures all the visual brilliance of the cartoons, I can't help feeling slightly disappointed. Apart from the fact that you play Batman and you have to fight one of his villains at the end of each level, there's very few other Batman-related touches. Batman doesn't make use of gadgets, he doesn't drive the Batmobile and there isn't any leaping-from-rooftop-to-rooftop action. It's basically a horizontally-scrolling action game, and a very samey one at that. Mind you, the only reason I know the levels are so samey, is because I played a level select version of the game. This game is so hard, there's no way I could have got to some of the later levels. Admittedly, this does make it a worthy game for more harder gamers, but I reckon it's out of the league of most gameplayers. Even Batman with his finely-honed reflexes, would have trouble.

When you've got a game entitled *Indiana Jones' Greatest Adventures*, you can bet your bottom dollar it's not going to be filled with trivial Indy escapades such as when he accidentally locked himself in the coal scuttle, or burnt his pies in home economics. Nope, this is a game filled with all the high adventure of the blockbuster movies. Battling the Nazis in the quest to find the Lost Ark, battling the Thuggies in the Temple of Doom and battling the Nazis again in the quest to find the Holy Grail.

Why, it all sounds fantastic!

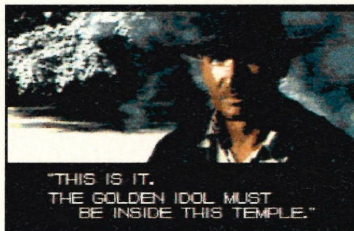
But woah there Dapple. Lets just hang on a minute. After all, this is a film license and, in general, film licenses have a tendency to be a bit, well, poo. It's always for the same reasons too. Hot title, famous-looking main sprite, but all let down by dull repetitive platform levels and the usual 3D bonus stage thrown in for good measure. No doubt that's exactly the case here with *Indiana Jones*, right?

Wrong! You see, suprsingly enough, *Indiana Jones' Greatest Adventures* is actually quite good. Although this isn't apparent from a first glance, because it follows the same tired old formula. Basically, Indy jumps, punches, whips and shoots his way through a number of repetitive levels, battling various average looking baddies, such as Nazis, Thuggies, wild dogs and rats. Not exactly inspiring stuff, but what makes it all so good though is the "Indiana Jones factor". You see, unlike most film licenses, the programmers of *Indy's Greatest Adventures* have made the most of their license. For once, the levels actually follow the events of the movies, capturing many, if not all, the scenes you'd most want to see in an *Indiana Jones* game. From the giant boulder chase scene through to a 3D version of the Temple of Doom minecart ride, it's all in there. In fact, even some of the less true-to-the-

film scenes - such as a upward chase through Marion's Nepalese bar whilst being followed by ravaging flames - prove highly enjoyable. Couple this with plenty of digitised stills from the movies and an assortment of little "Indy Brand" touches (any crates Indy needs to stand on are of the Ark of the Covenant variety, for instance) and there's a brilliant *Indiana Jones* flavour to the whole proceedings.

At the end of the day, there's nothing here that technically makes *Indy's Greatest Adventures* stand out above any other above average platformer. In fact, if it had been some obscure comic-based game, it might actually have been rubbish. But *Indiana Jones* is a very appealing character and thankfully, the game does him justice. The result of which, is a oddly enjoyable change from the usual bumph.

SEGA



"THIS IS IT. THE GOLDEN IDOL MUST BE INSIDE THIS TEMPLE."

INDIA

Greatest



"THAT WASN'T SO BAD! I FINALLY FOUND THE GOLDEN IDOL."



INFO



MEGA DRIVE

BY:
US GOLD

PRICE:
TBA

RELEASE:
OCTOBER

STYLE:
PLATFORM

PLAYERS:
1

CONTROL:
WHIP

CONTINUES:
PASSWORD

COMMENT

TOM GUISE



I'd have thought it was obvious when making a game based on a blockbuster film, that it should try to exploit all the elements that made the film such a hit. After all, that's what's been paid out for, and that's what the people buying the game are expecting.

However, it's amazing how many film license games seem to totally miss this point. All the more suprising then, that *Indiana Jones' Greatest Adventures* actually manages to hit the spot. Sure, it's nothing special in game terms - basic platform levels coupled with the usual jumping, punching shooting fare - and true enough, the graphics and sound are nothing to write home about. But it's the *Indiana Jones* license that makes the game good. Racing through your favourite scenes, whipping evil Nazis and shooting Lau Chey's henchmen, whilst rescuing the Sean Connery sprite, is great fun. Not one of the top Megadrive platformers, but certainly what you'd want from an *Indy* platformer. I doubt we'll see any other film licenses of this quality, this year.

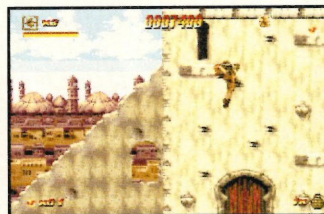
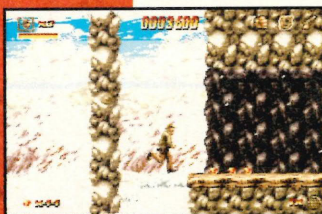
COMMENT RICHARD LEADBETTER



Having just been to America and enjoyed the thrills and spills of the superb *Indiana Jones* ride at Disney World, I'm in a bit of an *Indiana Jones* kind of mood at the moment.

As such, I was most curious about this Megadrive game of the movies. And my opinion? Well, it's most intriguing. On one hand, it's a nothing more than a sub-average platform offering, with rather dated graphics and sound, and formulaic gameplay. On the other hand though, it's bizarrely enjoyable. The almost overdone *Indiana Jones* element makes the game a mickey-take of the movies, resulting in a highly amusing and fairly enjoyable platformer. Not top of my purchase list, but certainly not a bad game at all.

INDIANA JONES' Best Adventures



"YOU NEED TO TALK TO MARION RAVENWOOD. HER FATHER KNEW ALL ABOUT THE ARK."



▲ Ooh, oh my. Crikey-mum!



▲ Aargh! Oh no. Help!



▲ Lord above! Oh my giddy aunt! Jeepers! Flinkin' 'eck!

RATINGS

84

Presentation:

It's Indiana Jones merchandising all the way. Digitised scenes, red-and-yellow logos and a Sean Connery continue screen. Good

82

Graphics:

The actual sprites and backdrops are all rather impressively drawn, however, the animation is somewhat more limited.

72

Sound:

Frankly, it's quite poor. However, the pipe-organ Indy tunes (obviously played by Sean Connery) are at least amusing. Better whip-cracking and punching sounds are required.

82

Playability

Good old traditional platforming antics, coupled with decent controls and excitement boosting Indiana Jones adventuring make a fun game indeed.

86

Challenge

You know how tough it was for Indy to get through that trap-filled temple at the beginning of Raiders of the Lost Ark? It's like that, with passwords.

84

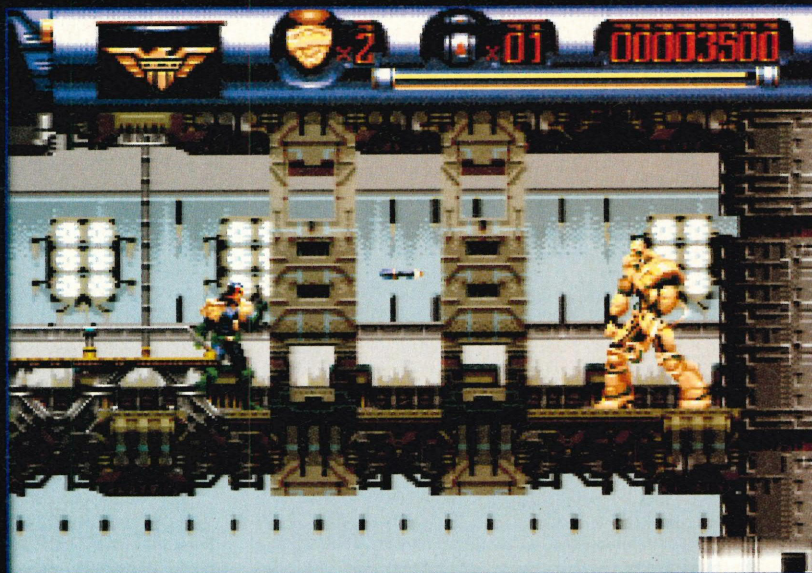
Lastability

There's loads of levels and the reasonable, yet taxing challenge should keep you at it for a while. Even with the passwords.

84

Overall:

If you want an Indiana Jones game, you'll love this otherwise above-average platformer.



▲ Hang on fellas, I've dropped ET!



▲ Spare a bit of change, guv?



▲ Hey mate, you've dropped your face!



After twenty years of cult adulation, this summer has been chosen as the time to convert Judge Dredd's following into super stardom. Tying in with the \$40m movie starring Sly Stallone (by all accounts very good), the game has been put into the capable hands of Probe Software, regular film-game converters for Acclaim. In the past they've handled *The Pagemaster*, *Stargate* as well as the award-winning *Alien 3* series.

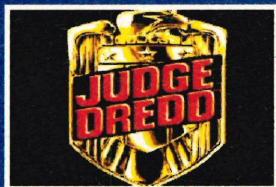
The game takes place in and around Mega-City One, the vast American conurbation that replaces civilisation-as-we-know-it in the 21st century, following a nuclear holocaust. Conditions for the citizens are pretty dreadful — most of the 600 million inhabitants are crammed into vast blocks. Misery, pollution and crime are facts of everyday life. Flowerbeds and street theatre are not much in evidence, but the city has a solution to the crime problem in the form of — The Judges.

These utterly ruthless officers of the law have a law unto themselves — literally. They have discretion to arrest, convict, sentence and execute in one quick sequence. And a whole new area of bizarre offences have come into being. The penalty for muggers is severe, as is that for 'incitement to mug' by looking too affluent.

The game tries to get the plot of the movie right, as well as introducing most of the memorable Dredd baddies and goodies seen over the years in 2000AD. The game includes both the hideous Dark Judges — spectral figures that plan the destruction of humanity, and mutant creatures from the deadlands around Mega-City One. There's also a chance to ride the all-new flying bike from the movie that has caused so much controversy among Dredd-heads.

The meat of the game is familiar platform shooter fare, but rather a lot of it. Dredd makes his way through twelve levels, split into three stages. A novel approach is the primary and secondary objectives given to you for each level. These range from arresting all the perps on a level, to sealing the inmates of the Aspen Penal Colony into their cells. Terminals scattered around the playing area remind you of your brief, as well as showing how complete the task is. Dredd is pretty agile, but it's his armoury that impresses most. Probe have programmed a host of different ammunition types for his famed intelligent hand blaster. These range from Hi-explosive to ricocheting bullets, each with different uses and effects, adding a tactical element to the game. As a compendium of Dredd, it's pretty accurate and as a platformer it's pretty challenging, with Probe balancing the desires of one group of players against another.

INFO



MEGA DRIVE

BY:
ACCLAIM

PRICE:
£44.95

RELEASE:
JUNE

STYLE:
PLATFORM

PLAYERS:
1

CONTROLS:
JOYPAD

CONTINUES:
PASSCODE

COMMENT TOM GUISE



I can't say I like this game that much. Not because there's anything technically wrong with it. It looks and sounds fine and the shoot 'em up action is playable and satisfying enough. It's just that it seems like such a wasted opportunity to me. A Judge Dredd game could have had so much scope to it. City-wide exploration for crime, searching for clues and interrogating perps for information, and the player could even decide on the sentences meted out. The chance to be a Judge, that's what I'd want from a Judge Dredd game. As it is, this is a fair game, but the linear platform/shoot 'em up nature is so unoriginal and uninventive.



Artwork © Futureway Editions 1995. All scenes © 2000 AD.

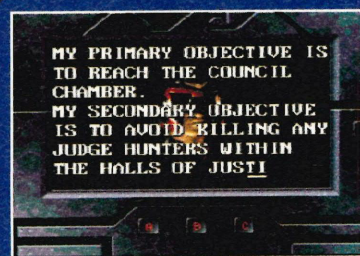
COMMENT SAM HICKMAN



Judge Dredd is a workmanlike, professional piece of gaming from Probe, which can't be faulted on design, or general faithfulness to the comic icon. It's also fun to play, but not in any exceptional sense. Maybe it's the feeling we've seen the game engine here before in some form, in Stargate and Alien 3, that takes away the edge. The graphics, while neat, also fail to burst into life. Okay, Mega-City One is drab, but the game is so flat that the grittiness of the 2000 AD environment never really comes through. Another problem is that the game stays pretty similar all the way through. I'd much preferred a more rampant, and occasionally shocking blaster like Probotector.



▲ Hmm, I think these brecks are a tad too tight. Have you got a larger size?



▲ Think you can remember all that, Sly?



▲ Yes.

RATINGS

69

Presentation:

No options of note, but the terminal idea is cleverly implemented.

84

Graphics:

Detailed and certainly reminiscent of the comic, but rather flat and unthreatening at the same time.

77

Sound:

Some good sampling, but there was opportunity for much more. The music is nondescript.

83

Playability:

Lots of action and condensed levels. It's plays pretty well.

86

Challenge:

The password system is restrained enough to maintain the game's challenge.

83

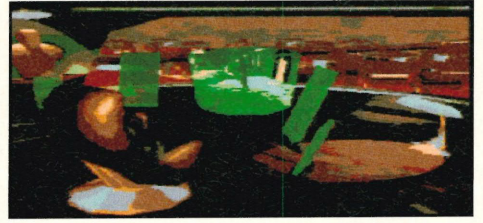
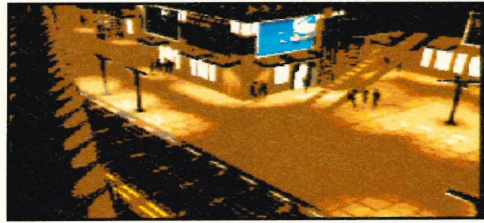
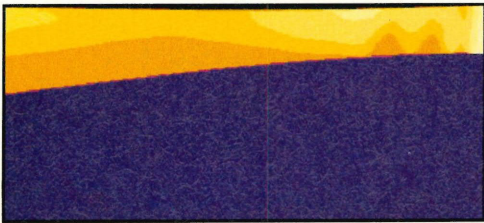
Lastability:

A fair few levels, plenty of challenge and 800 million potential perps means it should take you a while to complete it.

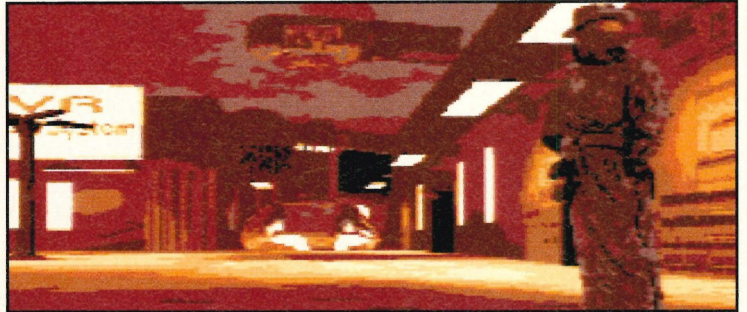
82

Overall:

By normal standards a solid actioner, but this is not normality. This is Dredd.

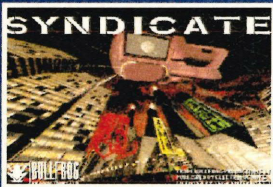


SYNDICATE



▲ In the future, the destruction of the ozone layer causes the sky to be a deep puce. And the cars. And the people.

INFO



MEGA-CD

BY:
ACCLAIM

PRICE:
£TBA

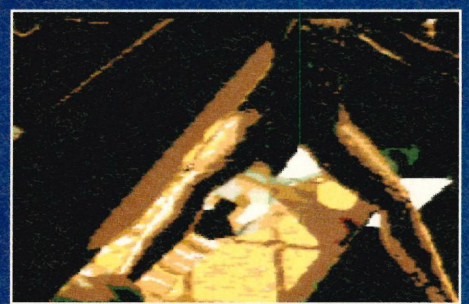
RELEASE:
JUNE

STYLE:
STRATEGY

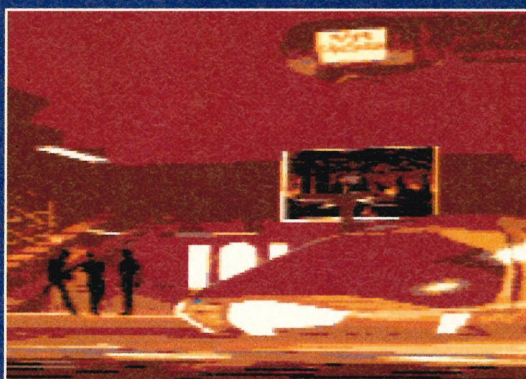
PLAYERS:
1

CONTROLS:
JOYPAD

CONTINUES:
PASSCODE



▲ In the future, people have strange flaky grey skin. And no genitals.



▲ In the future, FMV will probably be better.

● In the future, humans worship huge a huge onion ring called Frank.



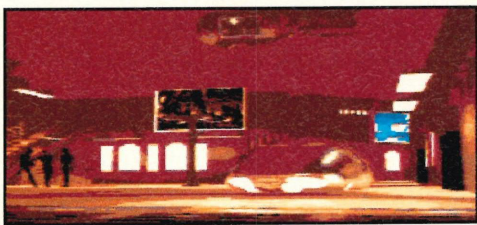
COMMENT

SAM HICKMAN



I can't say I'm a particularly big fan of these kinds of strategy games. When the subject matter is something like Theme Park, it's naturally more entertaining, but this futuristic city-wars subject is far less appealing. As such, I never took the chance to play the Megadrive version. As for this Mega-CD game, I was quite impressed by the combination of deep strategy together with more instantly enjoyable shooting. In fact, I found the game surprisingly entertaining, but to be honest, it's not a game I'd really get. Nonetheless though, I can see this being popular among wargame fans. If you're a more light-hearted gamer though, it might not be quite so appealing.





Blimey, it's a bit of a deja-vu issue of Sega Magazine this month. What with us having reviews of The Smurfs, NBA Jam: Tournament Edition, Bloodshot, Samurai Shodown, Fatal Fury, Theme Park and now, Syndicate. Of course, it's not like we're reviewing old games that we've reviewed before, because these are the Mega-CD versions, so that's alright then.

Well actually, it is sort of like we're reviewing games we've reviewed before. You see, most Mega-CD conversions of Megadrive games tend to be pretty much the same as the original versions, with the exception that they've got CD-quality soundtracks and fancy FMV intros. And what do you know, that's exactly the case here with Syndicate.

Now normally, this half-hearted treatment of Mega-CD conversions is quite annoying. You see, as reviewers we feel inclined to penalise the game because it really isn't making any use of the Mega-CD's huge potential. On the other hand though, if the Megadrive game was good, it's hard to fault the CD conversion. And indeed, the Megadrive version of Syndicate was a superb game, combining the strategy of controlling your crime syndicate, with gangster-style shooting action, all set in an incredibly atmospheric Blade Runner-esque future. As such, the Mega-CD version is just as good, but with the aforementioned CD music and FMV intro. What a con, eh?

Well maybe not. You see, if there's one gripe we had with the Megadrive game, it was the rather poor music. In fact, we even went as far as saying that if the sound had been a lot better it could have enhanced Syndicate's atmosphere. Well hey presto, top-grade atmospheric CD tunes. Admittedly, it's not a particularly exciting soundtrack, featuring rather spooky tinkles and twangs for the most part, but it does the job of increasing that downtrodden, dangerous cyber-future feel. Which is more than can be said for the FMV intro, which is, quite frankly, crap.

It is a bit disappointing to see the Mega-CD continually getting Megadrive hand-me-down games, but as usual, if you have the machine you might as well go for this version of Syndicate over the Megadrive version.

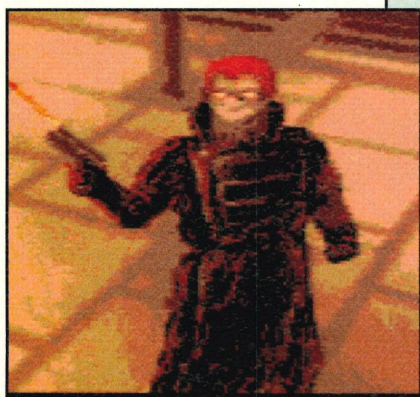
SEGA

COMMENT

TOM GUISE



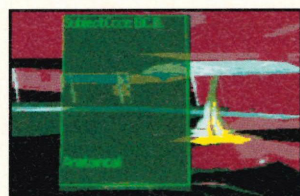
Syndicate is a totally excellent Megadrive game and this near-enough identical Mega-CD version is just as good. The addition of the CD soundtrack certainly helps create the dark future atmosphere, giving the game a much more cinematic feel, although to be honest I wasn't so fussed by the poor music from Megadrive version. Having said all that though, I kind of expect Mega-CD games to be of a better quality than Megadrive games, especially with regards to presentation, and even though this version has the full intro, I was a tad disappointed to see how grainy and orange/green it all looked. A flashier front-end and better intermission scenes could have really lifted the whole Blade Runner-feel through the roof. As it stands, this is a good game, but only because it was a good on the Megadrive. It's certainly not a classic Mega-CD title.



▲ In the future, ginger people still exist.



▲ In the future, humans live in rotostack homes.



▲ In the future, we'll all be dead.

RATINGS

72

Presentation:

Rather dismal FMV gives a potentially good front-end a very rough feel.

75

Graphics:

Same as the Megadrive. Small sprites and simple backdrops. The futuristic urban feel is somehow there though.

82

Sound:

Atmospheric, if somewhat ambient music helps create that cyber-future feel. Sound effects are still weak though.

90

Playability:

Requires a fair amount of time to get into, but once you're hooked, you're hooked.

94

Challenge:

There's a lot of game here and the missions steadily get more demanding.

90

Lastability:

There's a very good difficulty grade that never puts you off achieving the ultimate goal of complete supremacy.

88

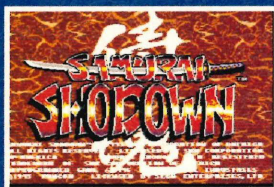
Overall:

A superb combination of strategy and action makes Syndicate a winner. However, the Megadrive version was as good without the addition of an expensive CD-Rom add-on.



SAMURAI SHODOWN™

INFO



MEGA-CD

BY:
JVC

PRICE:
£TBA

RELEASE:
JUNE

STYLE:
BEAT 'EM UP

PLAYERS:
1-2

CONTROLS:
JOYPAD

CONTINUES:
4



I HAVE LONG DESIRED TO FIGHT WITH YOU. COME NOW!!!



▲ Samurai Shodown features a variety of exciting starting poses.



▲ Blue mountains are just one of the many thrilling backdrop features.

That's right, Country & Western fans, it's time for the annual highlight of the kabuki square-dance calendar - the Samurai Hoedown! Check-shirted cow-ninjas from across the globe are even now preparing for the yee-ha dance-off to discover the nimblest feet and the slapping-most thigh.

Meanwhile, over in gamesville, some now rather decrepit-looking warriors are sharpening their zimmers for another crack at the Samurai Shodown title, this time in glorious CD. Most people should be familiar with the set-up by now. It's a one-on-one thing. You take control of one of the differing characters on offer and use them to thrash the very pants off of another combatant. The difference with Samurai Shodown is that each fighter is allowed to carry a weapon. Now to you or I the logical thing to do would be to walk into the ring with as big a gun as you could carry and blast your opponent into oblivion, but the participants in Samurai Shodown don't quite have that sense. Their arms range from piffly little knives to big swords to trained attack dogs. Luckily they're all also equipped with strange alien magical powers which allow them to perform all manner of incredible feats, often resulting in the projectile release of energy bolts and suchlike. These are known to the initiated as special moves, and they're performed via strange sequences of joystick commands.

And that's not all. If you've got a quick eye for an advantage, you'll notice that each character freezes for a split-second when hit. This gives the opportunist just enough time to follow up with another attack - and then another if you're clever enough. These, kids, are called combos. Oh alright, we'll admit it, Samurai Shodown isn't exactly brimming with new features. Indeed, it's not what you could call leagues ahead of the (uninspiring) cartridge conversion already available for the Megadrive. The trouble is, whilst Samurai Shodown was considered pretty fab in the arcades, that was some time ago. Beat 'em ups have moved on considerably since then, and the best (ie SSF2 and Mortal Kombat 2) have already been successfully ported over to the Megadrive. The last thing anyone really needs is another halty, stop-starty, disc-accessing-please-waiting CD fist-fest. The graphics aren't awe-inspiring, the sound, despite being CD quality, is just the usual blend of cod-Oriental tunes and standard sound-bank effects, with a bit of speech thrown in arbitrarily. And whilst the battles themselves are quite enjoyable (especially in two-player mode) you really do get the feeling that you've seen it and done it a thousand times before. Because it's highly likely you have. If you're a real fan of the original you'll probably already have the cart. If not, maybe, just maybe, you might like to take a look at this. It's not that it's particularly bad, but Samurai Shodown is completely redundant.

SEGA



▲ Ooh, you'd never believe what butterfingers samurai can be. Once they start to take a bit of a beating, their palms get all sweaty and their weapon goes flying. Obviously this restricts their complement of attacks somewhat, so it's a good idea to manoeuvre yourself towards your tool. Or, if you've got the advantage, stop the other player from doing so.



▲ Pushing and shoving - only fit for playground scraps, right? Well those wacky Samurais would disagree. Should the two combatants get too close a pushing match ensues. Each player then has to whack their fire buttons as quickly as possible to break the deadlock and gain the advantage over the floored opponent.



THE CURTAIN DRAWS NEAR.
AND NOW, THE BLOODY FINALE!

▲ If only it was true.



COMMENT

RAD AUTOMATIC



I used to really like Samurai Shodown on the Neo Geo, but that was yeeeeeaaars ago. Before it was surpassed by billions of other titles in the genre. And now, like the poor wheezing asthmatic cripple kid in the primary school sack race, the CD version comes limping along red-faced - and you can't help but feel sorry for it. But, despite my affectionate predisposition towards this, it's not worth buying. So don't.

COMMENT

TOM GUISE



I can't say I thought much of the Megadrive version of Samurai Shodown and I'm even less impressed by this Mega-CD version. Surely the whole point of the Mega-CD is to give the Megadrive more power and memory to create better games, but this game seems to make next to no use of this potential. Even taking it at face value, this is a tired old beat 'em up that I honestly don't think merits purchase. Considering the best games in the genre, SSF2 and Mortal Kombat 2, are starting to look a tad dated, this game really didn't stand much of a chance to start with. Forget about it.



WHEN THAT WAS A CLOSE ONE
EH. POPP

RATINGS

80

Presentation:

Options, characters, other presentation things. All in all, a game which features presentation.

85

Graphics:

The sprites are well drawn and stylish, the backgrounds are pretty nice, but the animation is a bit lacklustre.

81

Sound:

There's plenty of it, but it doesn't exactly do anything to enhance the game in any real capacity.

78

Playability:

Alright for a laugh, and there's plenty going on in the two-player mode, but it's just not as varied or deep as most games of this ilk.

85

Challenge:

Hard enough, yes. In fact, it's pretty tough. Actually, you'd probably have quite some difficulty completing it.

62

Lastability:

Just not innovative or slick enough to captivate you for too long, even with a second player in tow.

67

Overall:

A great game - three years ago. These days it looks sadly dated and plays in much the same fashion.

You've got to wonder what would have happened had certain people known their futures. Would Benny Cordite have invented gunpowder, knowing the havoc and destruction it would cause in future generations? Would Salman Rushdie have written the Satanic Verses knowing just what an obscene amount of cash it was to make him? And would Sega have released the Mega-CD if they'd known it would be a platform for a million cartridge-re-releases-with-a-cartoon-intro? In all three cases - probably, yes.

But JVC have something up their sleeve for Mega-CD owners. This is no ordinary cartridge re-vamp with a cartoon intro, it's a Special edition. Special. That means it's better than the cart version. Even though it doesn't actually have a cartoon intro at all.

But we're getting ahead of ourselves here. Some of you may not be familiar with the finer points of Fatal Fury. It's a one-on-one Streetfighter-style beat 'em up with the usual run of motley character. Each one has their own range of special moves, most of which are somehow related to add an element of personality to the characters. They also have their own unique fighting styles, so different players can learn to exploit the extra speed/power/huggability of each character before settling on a favourite and learning all their secret techniques and combos.

So far, so regular. But Fatal Fury actually pre-empted Virtua Fighter and its use of three-dimensional trickery by a long way. Certain

attacks send your person flying through the air towards the back of the screen, putting you on a different horizontal plane from your opponent. From here you can either leap right back at them (and score a free hit), or wait for them to join you. Obviously, once you get the hang of this little trick, it means an awful lot of leaping forwards and back, pussyfooting around and working out when and where to attack. In fact, this is where the real playability element of Fatal Fury Special lies.

But on that subject, just what's so Special about it anyway? Well, the real Speciality lies in the inclusion of all the bosses from the original game as player-selectable characters. The music's been tarted up a tad too. And that's about it.

FATAL FURY SPECIAL

INFO



MEGA-CD

BY:
JVC

PRICE:
£TBA

RELEASE:
JUNE

STYLE:
BEAT 'EM UP

PLAYERS:
1-2

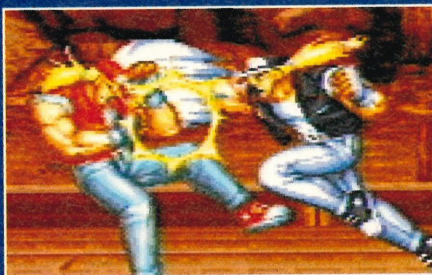
CONTROLS:
JOYPAD

CONTINUES:

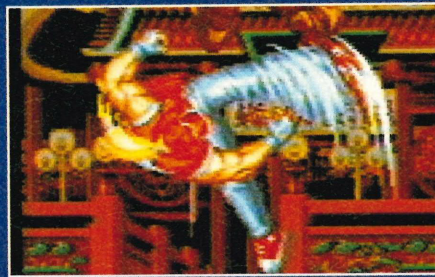




Here we see two players using the background fighting plane to full effect. It was a novel idea at the time, but it's a little too easy to exploit whilst not being innovative enough to hold your interest. Nice try though.



▲ "Your ponytail's crap. Take this!"



▲ Steady on there young lad.



COMMENT

RAD AUTOMATIC



I've seen about twenty-eight thousand billion games of this type, and there are still some (like Mortal 2) which truly impress me with their originality, pace, depth or whatever. Fatal Fury Special isn't one of them. It's like all the oldest ideas in Christendom condensed onto one CD. Fatal Fury fans will already own the cart, surely

COMMENT

SAM HICKMAN



Right. That's it. I've had enough. There was a time when I could play CD conversions and be really nice about them, but this one has sent me over the edge. There's no reason at all for anyone – beat 'em up fan or not – to buy this game. It's bland, old-fashioned and is really, really dull to play.

RATINGS

81

Presentation:

The usual options, character selection and brief intro.

87

Graphics:

Nice big sprites, decent animation and a workable approximation of scaling for the 3D-type behaviour.

79

Sound:

The music is nice and clear, but the effects samples sound strangely muffled, like the composer was being suffocated with a sock.

80

Playability

Everything's as you'd expect it, but the game's a bit slow and just lacks the adrenaline-thirsting elements of Streetfighter et al.

80

Challenge:

The one real bonus of Fatal Fury Special – it packs a decent challenge if you've got the patience for it.

63

Lastability:

Take one Tom Guise. Put him in a private school. Wait for him to get thrown out on his bottom. You finished with Fatal Fury Special half an hour beforehand.

71

Overall:

Missed the boat a bit, sadly. A once decent game left behind in the whirlwind development of one-on-one beat 'em ups.

Roll up, roll up! Theme Park has arrived on Mega-CD! So does that mean we finally get to see all those excellent graphics witnessed in the PC version? We-ell...

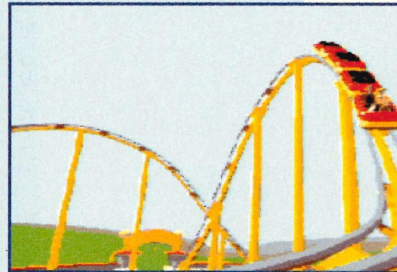
Here at Sega Magazine we like Theme Park. In fact, we like it so much that a couple of months ago we awarded the Megadrive version a massive 91%. It received such a worthy mark because not only is it one of the most original games the Megadrive has ever seen, it's really playable and what's more, it's enjoyable too. And it's not often that you get that on the Mega-CD any more.

But with this being the Mega-CD version and all, you'll be expecting loads more for your money, right? First of all, you'll be after an excellent intro, followed by some upgraded graphics and CD quality sound. And will you be getting it? Well, you'll kind of be getting it. Theme Park CD comes complete with its own intro and there is some upgrade on the sound, but the main game remains virtually unchanged from the Megadrive version. Which isn't necessarily a bad thing – it's just a bit of a shame you can't save your game properly – as in the Megadrive version, you have to use a password option.

That's about it really. Theme Park remains as brilliant as it ever was, and the extra bits and pieces certainly don't harm the game in any way. So as ever; if you haven't already bought Theme Park, and you own a Mega-CD, this is the version for you. If you don't own a Mega-CD, buy the Megadrive version anyway, because it's brilliant!

SEGA

THEME



INFO



MEGA-CD

BY:
ACCLAIM

PRICE:
£TBA

RELEASE:
OUT NOW

STYLE:
STRATEGY SIM

PLAYERS:
1

CONTROL:
JOYPAD

CONTINUES:
PASSWORD



▲ Hey, Richard's just called from America...



▲ He's just been to theme park over there...



▲ And apparently it was great.



▲ Don't fancy going on that much.

COMMENT

SAM HICKMAN



Theme Park is one of the few games in this office that's still being played months after it was first reviewed.

The sheer depth of the game is outstanding – it even outlasts most RPGs, which is saying something.

Fortunately, the Mega-CD version is every bit as good as the Megadrive version, with an extra intro and bumped up sound added for good measure. The gameplay remains exactly the same though (no bad thing) which makes this a brilliant purchase for all Mega-CD owners – providing they don't already own the Megadrive version.

COMMENT

TOM GUISE



There's no doubt that the Megadrive version of Theme Park is the best strategy game on the machine, and considering the Mega-CD game has everything from the Megadrive version, it's at least as good as that. My only gripe is that, with all the extra storage space and power of the Mega-CD, the graphics weren't spiced up to match those of the PC version. Plus, it's a bit disappointing that the password system found in the Megadrive version hasn't been changed – the Mega-CD could easily have incorporated a game save. Still, it's a great game nonetheless and if you've got a Mega-CD, it's well worth getting.

THE PARK



▲ Gimme a double fat hi-salt burger. To go.



▲ ...And then HE said...gab, gab...well really...no, that's terrible...gab, gab, etc...

OVERALL CHARTS 2009	
1)	PROF. KEETING
2)	SGH
3)	J KENEDY
4)	LORD BELLFRY
5)	DR. ZANDINI
6)	K HINKY
7)	MALT WISNEY
8)	JOHNNY GOLDSTAR
9)	H JOHNSON
10)	RHINO HALHOOM

▲ Poor old Malt Wisney's quite far down the list. Guess he shouldn't have built that park in Paris.



RATINGS

91

Presentation:

A bit lacking when compared to the stunning PC version, but more than adequate as far as console titles go.

84

Graphics:

Again, could have been a bit better considering the superior qualities of the Mega-CD, but nevertheless, all the rides are pretty detailed.

82

Sound:

Ooh. Lovely, lovely, lovely.

90

Playability:

Easy to get into, easy to progress and easy to set your park out. Making any money however, is a different matter.

89

Challenge:

Loads of countries to try your theme park out in, each country becoming more difficult to make money.

90

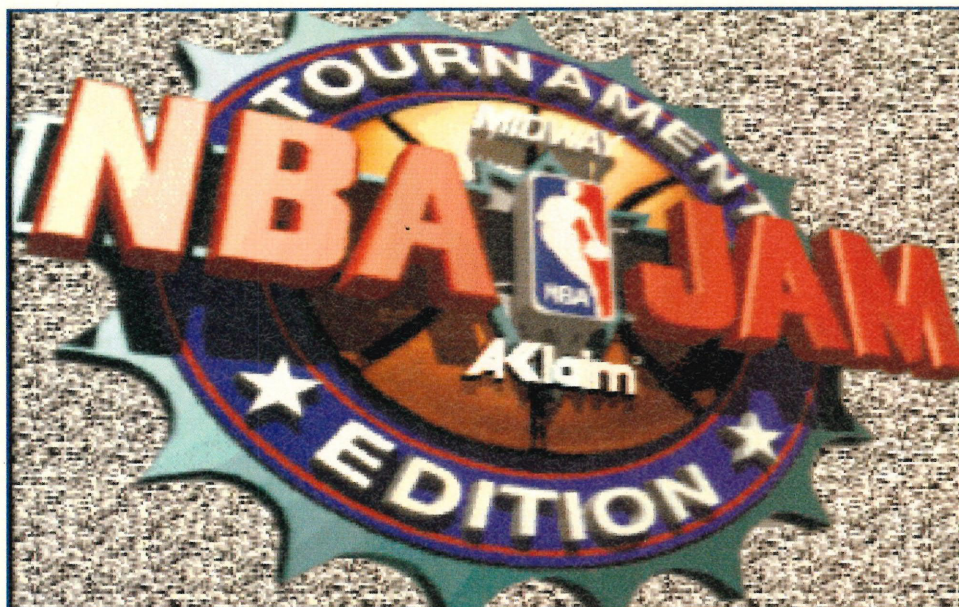
Lastability:

Unless you place your rides in exactly the same place, it's a different game every time - which makes this last loads longer than most other CD games.

90

Overall:

One of the most original and playable titles to appear on the Mega-CD. One of those must-have type things.



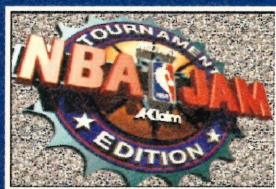
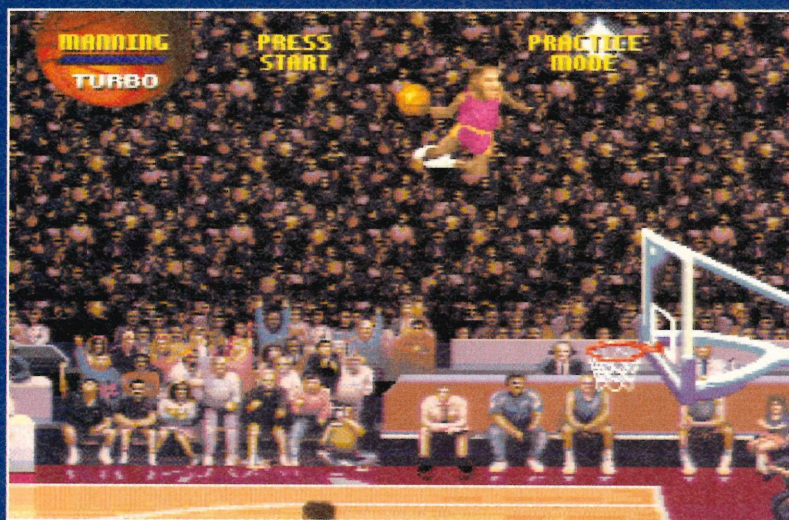
Last month we took a look at Acclaim's 32X update of their rather good NFL Quarterback Club game and, quite frankly, we were rather impressed by the changes that had been brought to the updated version. Well, now it's time for Acclaim's flagship sporting title, NBA Jam: Tournament Edition, to get the full 32X face-lift treatment.

Of course, the advantage of doing these 32X updates of Megadrive titles is that, providing the Megadrive original was actually good, the 32X version is bound to be at least as good. Well, the Megadrive conversions of both the original NBA Jam and the Tournament Edition coin-ops were highly impressive, so it should come as little surprise to find that 32X Tournament Edition is also an excellent conversion. In fact, it's an even closer conversion of the coin-op, with more detailed graphics and better sound. But then, that's the least you'd expect from the 32X.

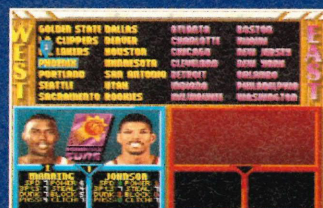
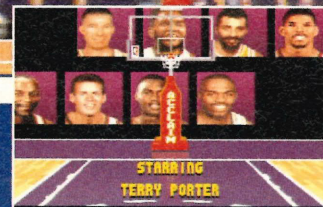
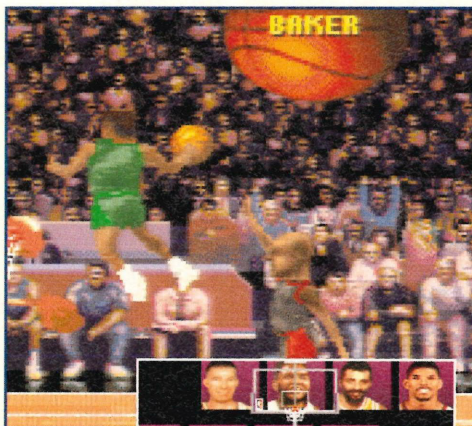
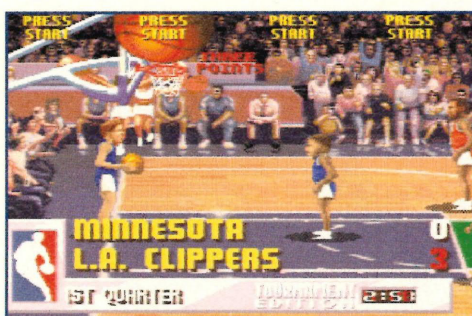
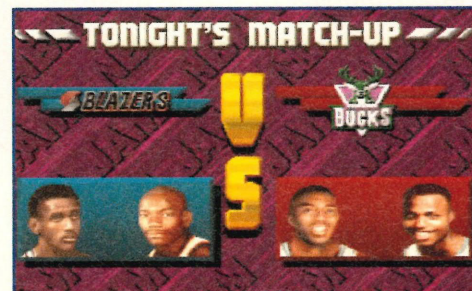
Indeed, it is the very least you'd expect from the 32X. And that's the disadvantage of doing these 32X updates of Megadrive titles. You see, people expect games running on 32-bit add-ons to have all kinds of stunning 32-bit features. Flippin' cheek, eh? So, what does 32X Tournament Edition have that the Megadrive version didn't? Well, apart from the aforementioned visual and sonic improvements, not a great deal to be honest. There are more turbo-style slam dunking moves and even some sprite scaling to speak of, but really the programmers have done very little to tamper with the coin-op formula. Not that there's anything wrong with the coin-op formula. The arcade game is great and if you've always been hankering after a spot-on conversion of it (and let's be honest, the Megadrive version fell short on overall quality), this is definitely the best version you'll find. If however, you're desperate for a 32-bit basketball game, this certainly isn't a prime example of next generation technology.

SEGA

INFO

MEGA DRIVE
32XBY:
ACCLAIMPRICE:
£TBARELEASE:
JUNESTYLE:
BASKETBALLPLAYERS:
1-4CONTROLS:
JOYPADCONTINUES:
N/A

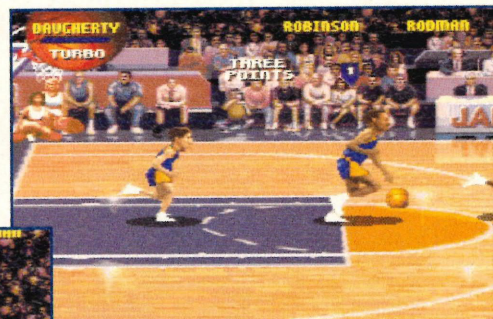
▲ Why is that person meditating in the middle of a basketball game?



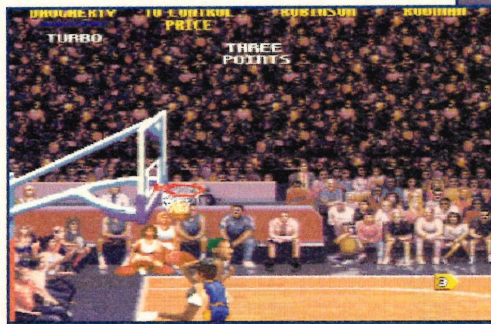
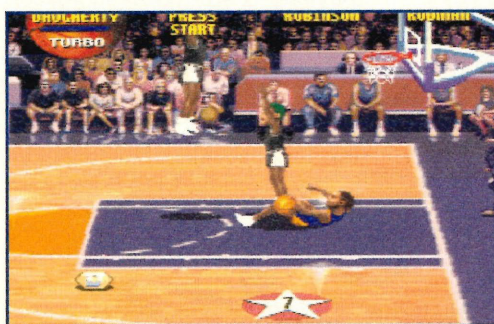
GREATEST PLAYERS (MOST GAMES WON)		
NAME	W-L	PCT
#1 EW	19-7	0.730
#2 SM	14-10	0.582
#3 MC	16-7	0.692
#4 CL	15-8	0.625
#5 JAF	13-9	0.590
#6 APF	12-8	0.600
#7 ENH	10-9	0.526
#8 DAA	9-9	0.500



▲ Lordy. Water on the brain time, kids.



▲ There they are again. Look, meditating.

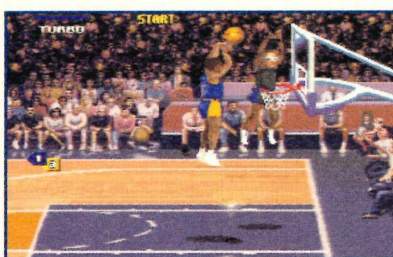
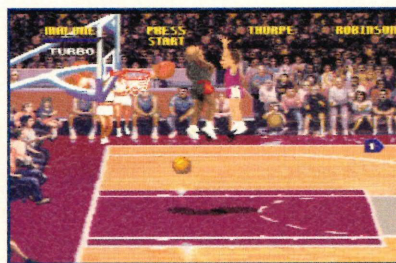


COMMENT

TOM GUISE



I found the original Megadrive version of NBA Jam thoroughly entertaining, probably because its fresh, simple style of play captured the fast-paced feel of basketball without bogging itself down with dull, realistic touches. In fact, the over-the-top turbo dunks only emphasised the most exciting parts of watching the real NBA. The Turbo Edition however, didn't do a great deal for me. Sure, it was as playable as the original, but I'd seen all that before, and the new features such as the power-ups, didn't add much to the game. Really, it's the same with this 32X version. There's nothing here that really impresses me, but only because I'm so used to the Megadrive one. If, however, you have a 32X and you want a conversion of the NBA Jam coin-op, this is undoubtedly your best option.

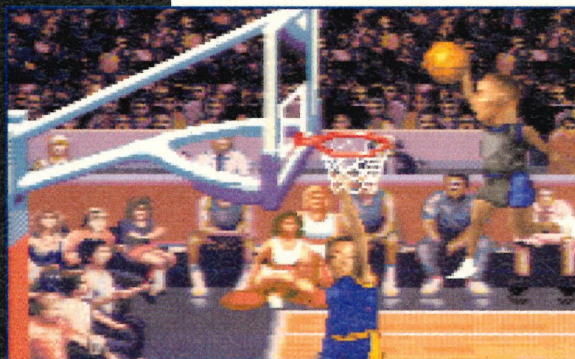


▲ Wooo! I do believe he's on fire!

COMMENT RICHARD LEADBETTER



NBA Jam was a brilliant game when it was first released – over two years ago. The sequel was pretty good too, although it didn't add much to the original title. The 32X version, again, adds very little to the whole NBA concept, except that the graphics look a bit nicer and the sound is slightly more detailed. Which I suppose is better than nothing at all, but it's hardly what people went out to buy the 32X for. Still, if you do own a 32X, you'll probably be looking for a game to buy, and in its own right NBA is still packed with great gameplay and has tons of playability. It's just not very original, that's all.



RATINGS

82

Presentation:

Lots of option screens, millions of player choices – it certainly scores well in the presentation department.

86

Graphics:

More colours than the Megadrive version, but nothing new has been added. Still, what's there is of a top quality.

80

Sound:

Some great speech samples and a fairly good soundtrack. Sometimes sounds a bit fuzzy.

84

Playability:

The multi player option means that this could last forever. It's also really good fun in one player mode.

74

Challenge:

The computer provides a fair enough game. Bloody machines, eh?

75

Lastability:

Providing you have at least three friends, this game should last you a long time.

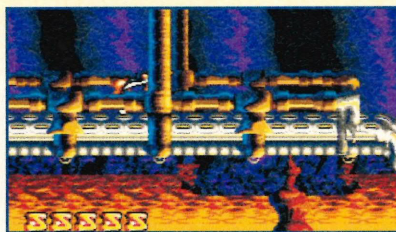
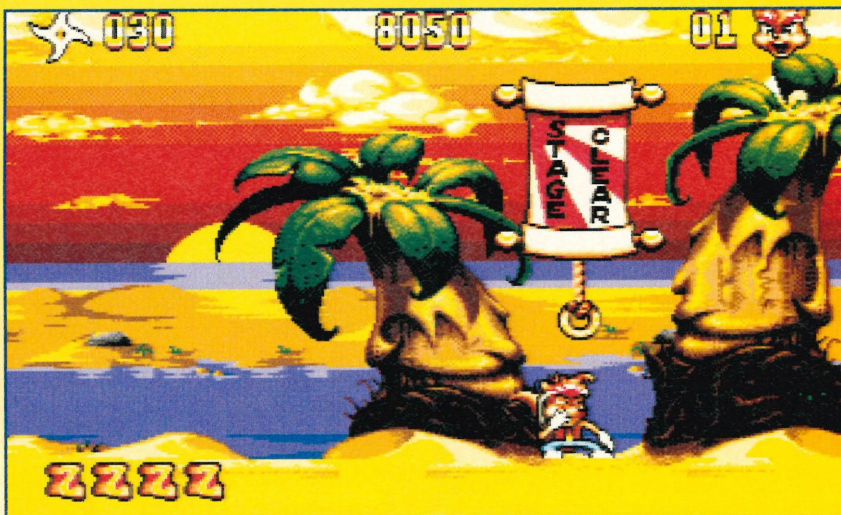
85

Overall:

A near-enough arcade perfect version of Tournament Edition. But in comparison to the Megadrive game, it's not much of a 32-bit upgrade.



▲ Just like mum.



INFO



MEGA DRIVE

BY:
MARUBENI

PRICE:
£TBA

RELEASE:
TBA

STYLE:
BEAT 'EM UP

PLAYERS:
1-2

CONTROLS:
JOYPAD

CONTINUES:
EARNED

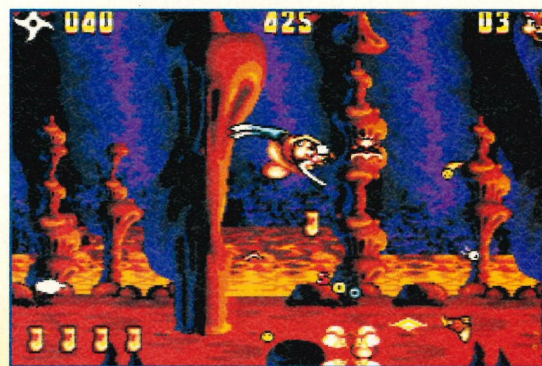
ZERO

The KAMIKAZE Squirrel

I don't know if you're aware of this, but the world's rainforests are being chopped down at an alarming rate. In fact, the way we're going, we'll be lucky if there's any left by the year 2000. Which is why the animal population have decided to take things into their own hands. Headed up by one Zero the Kamikaze Squirrel, they're headhunting the culprits and giving them a taste of their own medicine.

By far the worst of the offenders is Jacques Le Sheets, an evil tyrant with a penchant for counterfeit money. In fact, he's gotten so greedy lately that he's taken to chopping down rainforests to make more dodgy notes. Of course, the animals of the forest aren't too happy about this, and make a pact to find the paper factory Le Sheets is operating from. But they're not all going. They've decided to send the hardest, most feared, erm, squirrel in the world to do their dirty work. To get to his goal, he'll have to dodge his way through the many platform levels in the traditional manner, avoiding just about everything that crosses his path.

Doesn't sound very exciting, does it? But although this isn't a very original idea, it's surprisingly playable. While not up to date with the best platformers on the console, it does have a very cutesy Japanese feel and it's fairly fast paced too. And although it's very similar in both design and execution to Marubeni's previous platform hero Aero the Acrobat, it's not quite as confusing to play, and the backgrounds and gameplay aren't as bare either. Obviously, if you're looking for something to blow your mind, then Zero will be a largely disappointing purchase. But if you like cutesy platformers that don't really do much, but are good fun to play, then this could be just what you're looking for.



▲ Don't forget to pick up the beer cans.



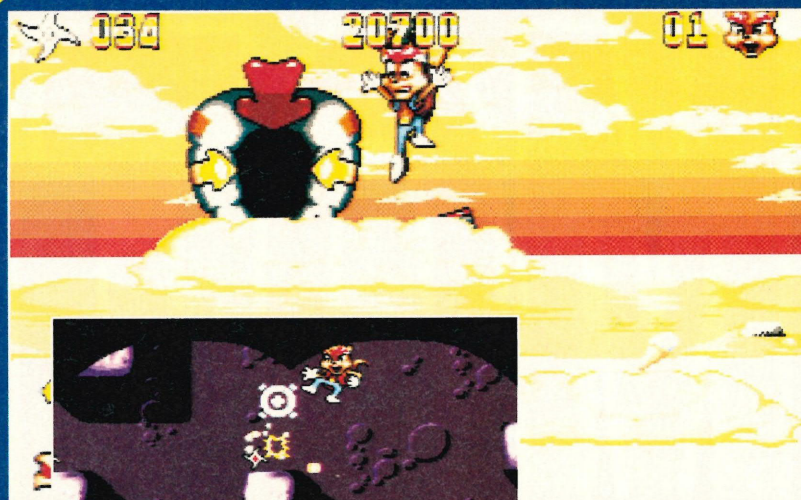
SEGA

COMMENT

TOM GUISE

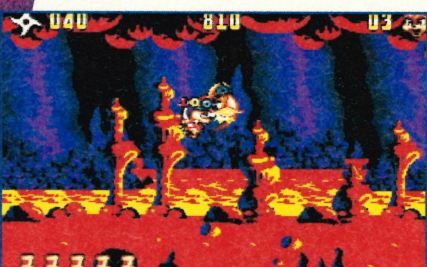
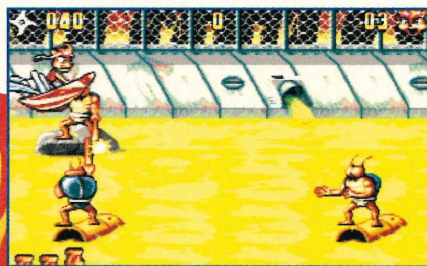


If I had to sum up Zero the Kamikaze Squirrel in one sentence, I'd probably describe it as "just another cutesy platformer". After all, it's got a little woodland animal as its star, the levels are all packed with jolly scenery and funny bad-dies and there's loads of sweets and treats to collect. There's certainly nothing original here. It is, however, quite enjoyable. The main sprite bumps and bounces around in a pleasant rubbery kind of way, and it's all quite fast and energetic. However, it's not particularly taxing to the reflexes or the mind. In fact, you could probably play it in your sleep. That's not to say it's boring though. Just kind of soothing. Or hypnotic perhaps.



▲ Jump in here for a secret bonus level.

▲ This is a really annoying bit, because if you stay still for longer than a second, it's highly likely that you'll be shot.



COMMENT

SAM HICKMAN



Although the main character in this title isn't as strong as say, Sonic or Earthworm Jim, there's plenty in the main game that will please platform fans. Similarly, the graphics aren't exactly pushing the Megadrive to its limits – they go for a more cutesy feel, which suits the game perfectly. Umm, there's not that much more to say really. It's a platformer, it's not very original, but it's playable enough and not offensive in any way at all. Which makes it rather nice all round.



RATINGS

81

Presentation:

The usual story screens, with a few bonus levels thrown in for good measure.

79

Graphics:

Looks slightly dated, but suitably cutesy with plenty of variety between the levels.

60

Sound:

Bland, grating music, and the spot effects aren't much better either.

78

Playability:

Not what you'd call cutting edge gameplay, but at least the action is fast and fun.

82

Challenge:

Quite a task to get through, even more difficult if you complete it with all the bonus levels.

70

Lastability:

Although it's quite tough, the samey nature of the levels means you might not want to face that challenge.

80

Overall:

Not very original or stunning, but an above average title that will please platform addicts

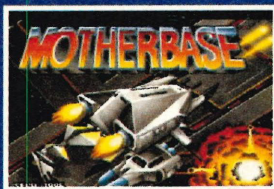
MOTHER

Sega of America are actually putting this game out under the name of "Super Zaxxon", which older arcade-goers might recall as being a ground-breaking isometric 3D blaster that did extremely well on the coin-op circuit over a decade ago. Motherbase exhumes the 3D isometric viewpoint, but that's about the only thing it has in common with the old arcade game.

Out go the blue brick-based landscapes and in come suspiciously 16-bit-looking backdrops. Zaxxon's single frame enemy sprites have been replaced with polygon marauders, some of which (bosses mainly) are utterly huge, taking up a good portion of the screen. Otherwise, the actual blasting is pretty much as you'd expect - apart from a quite novel form of power-up weaponry which owes quite a lot in concept to the aged Commodore 64 game, Paradroid. Unfortunately, despite some quite nice ideas and a huge range of levels to conquer, Motherbase just doesn't cut it as a 32-bit release. The graphics just don't make the grade - despite simple polygon shapes, the game chugs along at a slower speed than the texture-mapped graphics fest that is Doom. And jerky scrolling was unacceptable for 16-bit games, so why the 32X's twin RISC processors haven't been used to create a smooth, flowing game is beyond us. In fact, Motherbase is the slowest, most jerky release so far for the Megadrive 32X - it's as if the new hardware hasn't been used at all (in fact, the non-32X release Jimmy White's Whirlwind Snooker runs faster than this). People may have mocked Afterburner when it was released for the 32X, but that decade-old game is light years ahead of Motherbase.

SEGA

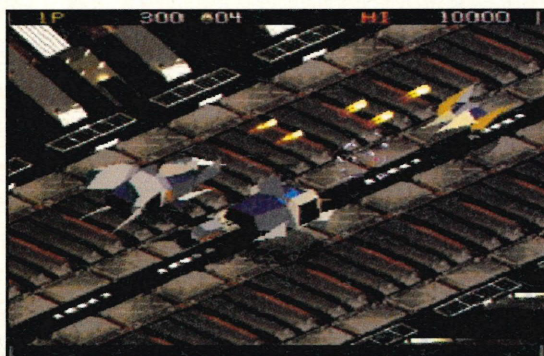
INFO

MEGA DRIVE
32XBY:
SEGAPRICE:
£TBARELEASE:
JUNESTYLE:
SHOOT 'EM UPPLAYERS:
1CONTROLS:
JOYPADCONTINUES:
NINE

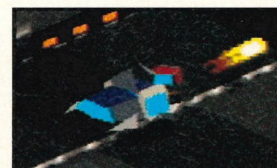
▲ Looks kind of exciting, doesn't it?



▲ But then, appearances can be deceiving.



▲ Motherbase's graphics just don't work. The conventional-looking backdrops are populated with obstacles and meenies created from polygons. This would have been fine if the latter were texture-mapped, but as it is, more detail is to be found in the background than in the foreground, making for a very bland display of action.



▲ The best thing about Motherbase is undoubtedly the range of different craft you can jump into and possess. Each has its own attributes, such as speed, power and armour. Typically the bigger a craft, the more armour and weapons it has - the compromise being in speed.

BASE



COMMENT

TOM GUISE



I really enjoyed Zaxxon way back in the old days, and the more recent Viewpoint on the Neo Geo remains a Guise family favourite. So the idea of an isometric blaster using the power of the 32X was something I was looking forward to. Well, this is certainly an isometric blaster, but then so was Paperboy on the Master System. Mind you, Paperboy didn't use an expensive 32-bit add-on, and to be frank, I don't think Motherbase does either. The polygon sprites are rough looking and move around at a pathetic frame rate. In fact, sometimes the action is so disjointed, the human eye can't actually work out what's going on. The 32X is capable of far more than this drab shoot 'em up. If Sega really want to show-off their 32-bit add-on, they should convert Viewpoint to it. As it is, I'm beginning to wonder if the machine could handle it.

COMMENT RICHARD LEADBETTER



This has to be the single worst Megadrive 32X release to date. Although the idea of an isometric scrolling 3D shooting game is sound enough (and the range of different weaponry is also decent), the execution of the title is very slack indeed. For starters, the mixture of bitmapped backdrops and polygon "sprites" just doesn't work - it merely creates a mish-mash of graphical styles, creating an ugly-looking game. This would be fine if the game was good, but it isn't. For a start, the action runs at a snail's pace with (horror of horrors) jerky scrolling! This is supposed to be a 32-bit game, for God's sake! Add to that the sheer lack of speed with which the polygon shapes move and you have a title that looks as though it's being played in slow motion. Also, because it's so jerky, sometimes it's nigh-on impossible to see the laser bolts or falling debris that seal your doom. The Megadrive on its own can do far better than this. I genuinely pity any 32X owner who buys this.

▲ From the machine that brought you Doom and VR Deluxe.



▲ It might look half-decent here, but you can't see how sluggishly it all moves.

RATINGS

39

Presentation:

Dire. A severe lack of options, presentation screens and overall polish.

50

Graphics:

The conventional backdrops are average by 16-bit standards and the polygons are super-jerky and devoid of detail.

62

Sound:

The music ranges from really quite great to utterly dire - occasionally going out of tune, believe it or not.

71

Playability:

The jerkiness of the gameplay coupled with the fact you can only fire a maximum of six bullets at once cuts the appeal of this title down considerably.

59

Challenge:

Very challenging indeed - but this is due to the reasons outlined in the playability comment.

48

Lastability:

The range of levels is impressive, but the sheer unenjoyability of the gameplay makes this a game you won't play for long.

71

Overall:

Please buy Stellar Assault instead of this. Or Doom. Or Star Wars Arcade. Just leave Motherbase to fester on the shelves where it belongs.

Some months ago, this prestigious organ had a look at Infogrames' Smurfs game, their first Sega release. For their second Sega release, Infogrames have chosen...Smurfs, on the Mega CD. Actually it's their third, isn't it? Didn't they release er, Smurfs on the Game Gear? Clearly this company has a serious Smurf fixation.

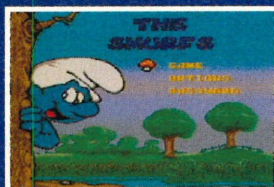
The clinical symptoms of this affliction are repeated attacks of large and quite difficult platform games, peopled by nice little blue men, and nasty woodland creatures. Presiding over all is a nasty sorcerer-type called Gargamel.

The main feature of note in this conversion is its similarity to a cartridge version crammed into a fraction of the potential memory space. The quest, a journey through lots of small-scale countryside levels - forest, bridges, swamps and suchlike - winds on through dungeons and mountains. Occasionally the side-scrolling action is broken up by 3D sections, much in the style of those in Mickey Mania. There is no appreciable difference between the graphics of the Megadrive and the Mega-CD.

Top of the shortlist of new features is an animated intro that sets the scene in much the same way as the instruction booklet, but it does have the cachet of one of those old Smurf cartoon episodes. Not that there were many which lasted two minutes and ten seconds. Watch it and you'll pick up the plot. Gargamel has tricked various Smurf types, with their own particular weaknesses. Jokey goes for a trick parcel, Greedy is trapped by a cake etc. With you in charge of bog-standard smurf, you seek out the victims, guarded by Gargamel's bosses. Each one you free will take over the quest for a while, employing

their particular skills as extra abilities. The only other feature of note is that the difficulty levels alter the game quite a bit - with medium and hard adding extra sub-levels not found on easy. And that's about it

INFO



MEGA-CD

BY:
INFOGRAMMES

PRICE:
£39.95

RELEASE:
JUNE

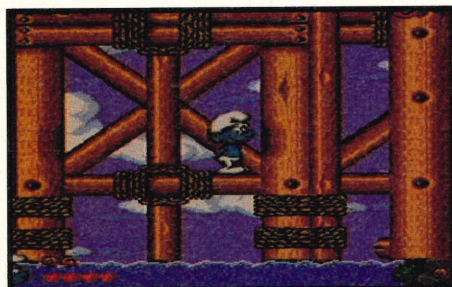
STYLE:
PLATFORM

PLAYERS:
1-2

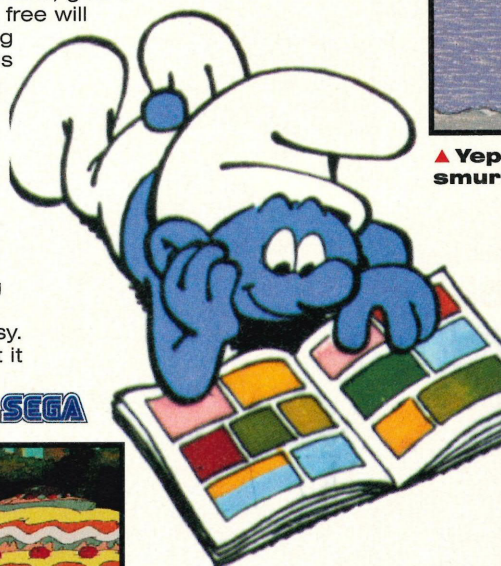
CONTROLS:
JOYPAD

CONTINUES:
PASSCODE

THE S



▲ Yep, officer, That's the smurf. Definitely him.



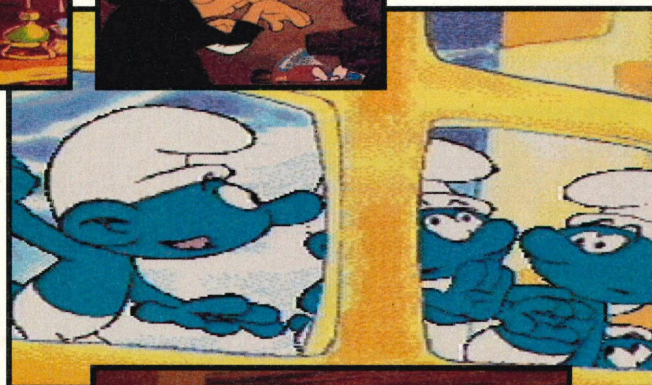
SEGA



▲ Crikey, it's a big plant!

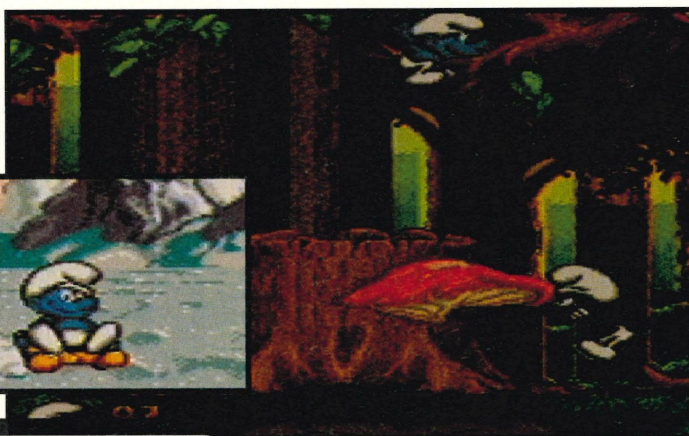
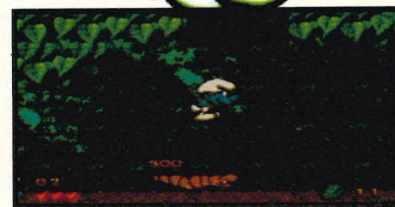


▲ Wow, a cartoon intro. I'm getting a Mega-CD!



MURFS

● It's a little known fact that Rad is actually a secret friend of the Smurfs. And to prove it, here's a spy photo of him at a secret rendezvous with one of the little fellas.

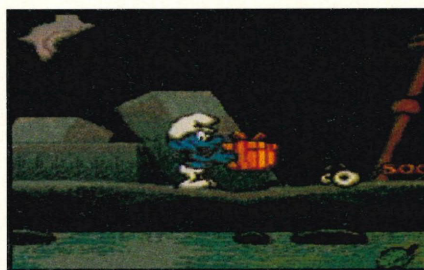


COMMENT RICHARD LEADBETTER



There was once a time that Mega-CD versions offered the pretence of adding significant gameplay elements to the originals. If Smurfs is the shape of things to come, that time is over. Apart from the token cartoon introduction, and a digital remix of the music (but still exactly the same tunes), this is cart Smurfs. It adds up to a disappointment, as the original, although not a bad game, was a bit scruffy. As no attempt has been made to spruce things up, the conclusion can only be that Infogrames didn't give the Mega-CD version the attention it deserved to be a game in its own right. Earthworm Jim stands out as the example of how to manage a successful CD conversion.

▲ Don't eat funny mushrooms, kids. Or big bracket fungus.



COMMENT

TOM GUISE



It seems to be common practice nowadays for software houses to knock out CD versions of their Megadrive games, without any real reason why. Surely the point of a Mega-CD conversion is to make use of the extra power and memory it possess? If that means tagging a cartoon intro to the front of the cart game, that's fine. If you have a Mega-CD and want a Smurfs game, you may as well get this one. I myself, am not looking for a Smurfs game.



RATINGS

57

Presentation:

Genuine levels of difficulty and an intro.

67

Graphics:

:Very two dimensional and simplistic, but definitely 'Smurfs' in character.

78

Sound:

Remixed versions of the original music, but fails to exploit the limitless potential of the CD.

77

Playability

The game's best feature is its trickiness. And there's variety.

85

Challenge:

It's a very challenging game, full of vertically challenged blue folk.

74

Lastability:

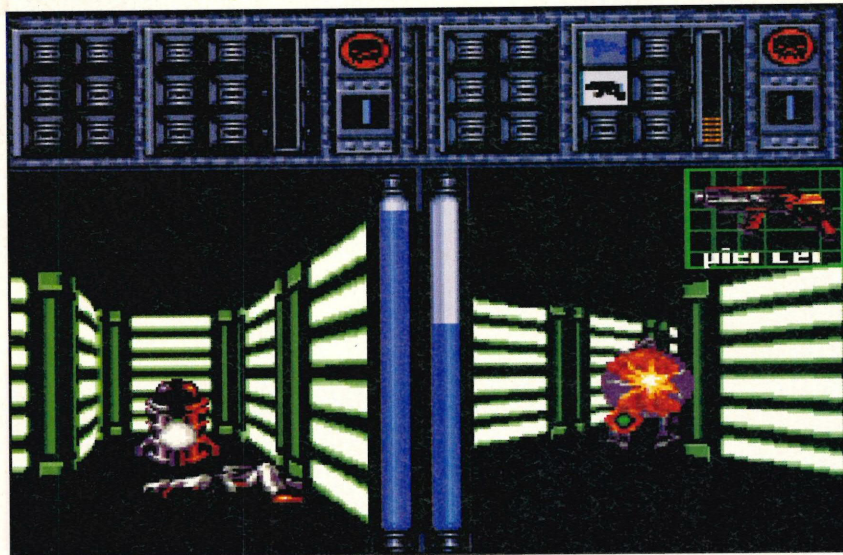
Take one Rad Automatic, pull him out of the rubbish tip, try and clean him off. You'll have tired of this game long before he even starts looking humanoid

78

Overall:

Barely updated version of an okay platformer that's already beginning to age.

bloodshot



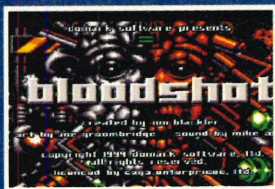
▲ Oh my god! A stray leg!

Let's face facts - we're never going to see the day when Doom is released on the Mega-CD. Although combined with the 32X, it would probably be a great conversion. But, all is not lost. This month CD owners are treated to their very own gore-fest courtesy of Acclaim entertainment.

This is yet another Mega-CD title this month that's been converted from the Megadrive original, and again, it's another title that hasn't benefited from the conversion to a more powerful machine. Sure, it has a bit of extra sound, but nothing has been changed in the actual game. And, if you're wondering what the original game was, then here's a quick recap: It's the future, and aliens are threatening to take over the cosmos. You've been drafted in to exterminate them, and they're currently residing in an abandoned space-ship. Your job is to exterminate each and every one of 'em, then escape the building before it blows up. In its own funny way, this is quite similar to Doom - There's load of hiding in corridors, picking up weapons, blasting aliens to bits and so forth. There isn't very much blood though and the excitement is lost somewhat due to haphazard level layouts. But then, it's probably a little unfair to compare this to a PC game that wasn't even replicated on the 32X very well. There's certainly nothing like this already available on the Mega-CD, and the game is pretty enjoyable in itself. As with most Megadrive to CD conversions, there's nothing in this that wasn't already present in the original, but I suppose CD owners will be used to that by now.

SEGA

INFO



MEGA-CD

BY:
ACCLAIM

PRICE:
£TBA

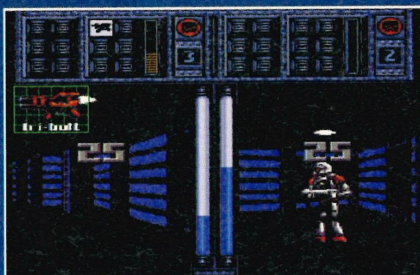
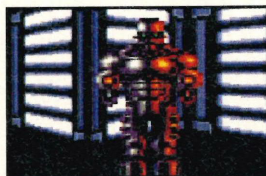
RELEASE:
JUNE

STYLE:
SHOOT 'EM UP

PLAYERS:
1-2

CONTROLS:
JOYPAD

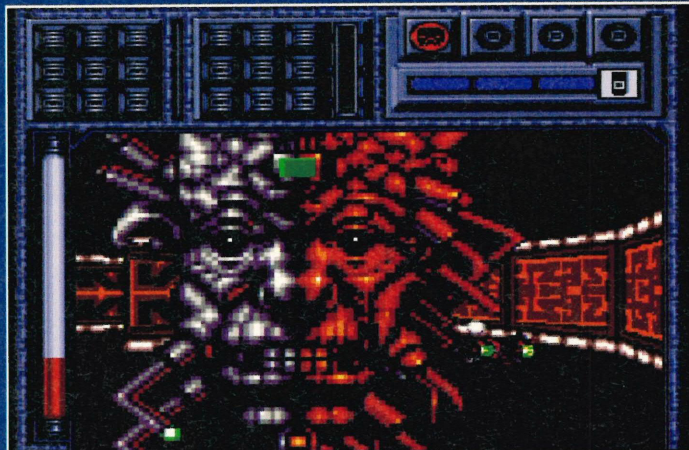
CONTINUES:
EARNED



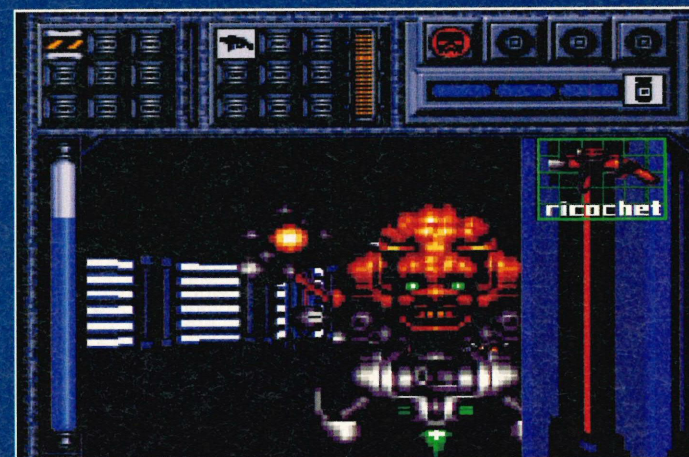
▲ Just like Crystal Maze.

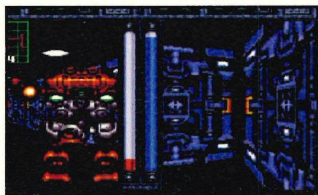
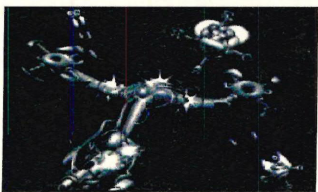


▲ A gun.



▲ Yuk! Morning breath. The worst.





COMMENT

SAM HICKMAN



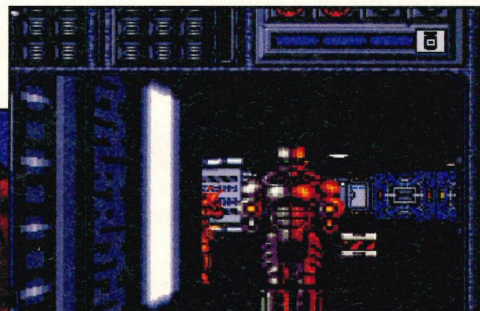
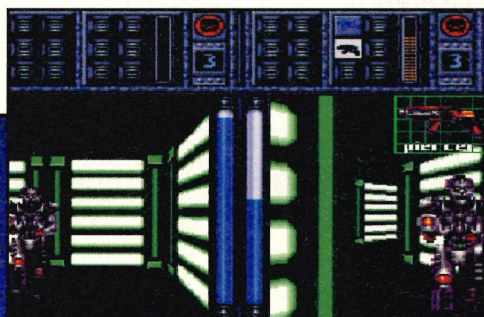
I enjoyed playing Bloodshot when it was released on the Megadrive, although it did take second place to Doom on the 32X. There's nothing remotely like this on the Mega-CD though (except for Zero Tolerance which is out on the Megadrive and is brilliant) and as a blast 'em up, it's something that most CD owners will find enjoyable. There's certainly plenty of levels to get through, and getting to the end of each one gets damned tough in the later stages of the game. Sure, it's not the most original or polished of CD titles, but it's still worth taking a look.

COMMENT

TOM GUISE



Although Bloodshot is a pretty decent blaster, in my opinion, it's not half as good as Zero Tolerance on the Megadrive. This CD version of the game comes with few changes to the original cart version, and although it's still good fun, it doesn't have the same frenzied atmosphere as ZT. But since the makers, Accolade have now gone out of business, you may have a few problems getting hold of it. In which case, get Bloodshot!



▲ He's only five foot under that costume.

RATINGS

80

Presentation:

A few more presentation screens than the original Megadrive version, but nothing really outstanding.

78

Graphics:

The 3D update is slightly dodgy in places, and there's no blood effects, but the enemy sprites are massive.

82

Sound:

Techo-type soundtrack and beefy effects spice up the action.

79

Playability:

Really addictive, although having to find your way out of every level can become tedious.

80

Challenge:

Easy at first, then gets really tough. Plus, there's no passwords to make the game easier.

82

Lastability:

Pretty difficult, and the two-player mode will boost its lastability.

81

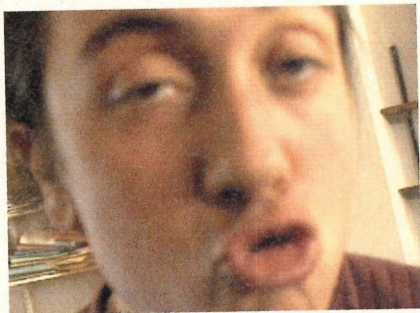
Overall:

A decent enough 3D blaster that's not as good as Doom, but is one of the best shooters you'll find on the Mega-CD.



NEXT MONTH

WOT IZ IN NEXT MUNF? WELL THAT DIPENDS ON A FEW FIGS WOT WE AIN'T SORTED AAT YET LOIKE WHAT GAMES 'N THAT IS CUMIN' AAT 'N THAT. NAW OUR EDITER RICH, I TELL YOU WOT 'E'S A GRATE BLOKE BUT WEN 'E BUGGERS OFF ON IS 'OLIDAY FINGS GO DAHN 'ILL I TELL YOU. I MEAN I HAVE TO RITE STUFF WOT I LEARN'T IN TRAININ, I REKUN OI DUN GOOD AT WRITIN BUT TOM SAIS I DONT EVER NOT NO NUFING WOT I RITE 'COS I AINT LEARN'T PROPER. I TELL YOU WOT, 'E DONT NO ARF AS MUCH AS ME. LOIKE IF I WAS LIKE AS CLEVER AS A ANT THEN HE WOULD BE LIKE AS CLEVER AS A PEA. CHEERS TOM.



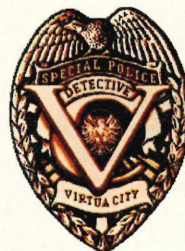
NEXT MONTH

SEGA

MAGAZINE



**ON SALE
FROM THE
13th OF
JULY**



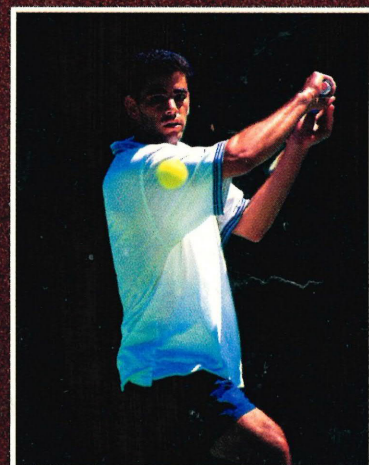
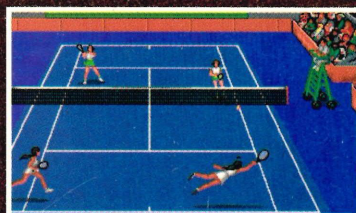
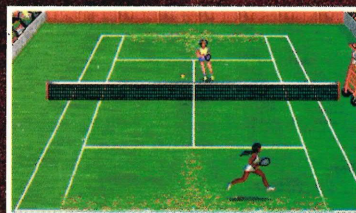
SAMPRAS RETURNS.

J-CART
FOUR PLAYER POWER

'Pistol' Pete Sampras is back with a bullet. All the killer features of the original smash have been completely revamped and we've packed in loads more ammo besides. We've added jump shots, the super serve and hard smash as well as hidden power shots. Relive your greatest hits with automatic action replays you can watch from loads of different camera angles.

Pete Sampras Tennis '96 boasts supreme realism and superb playability. And of course, all of this comes to you on the J-Cart for blistering 4 player power.

If you thought the original was classy, wait till you see Pete Sampras Tennis '96. It'll blow you away.



The Bullet Is Back...

Sportsmaster
IT'S NOT JUST A GAME

Codemasters